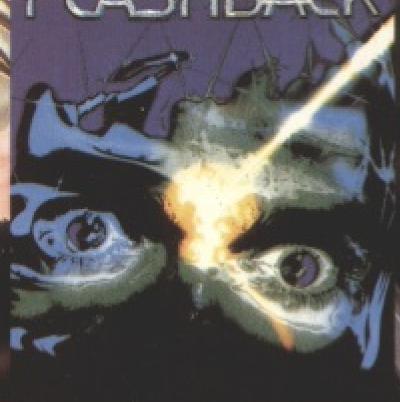
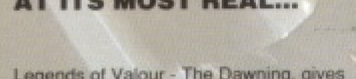

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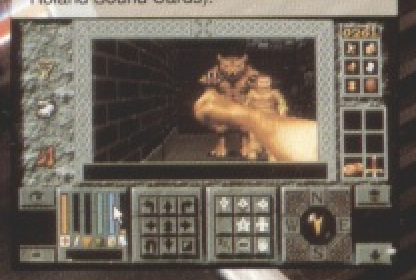
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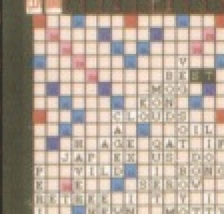
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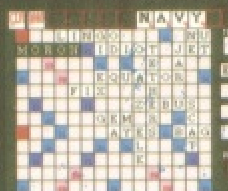
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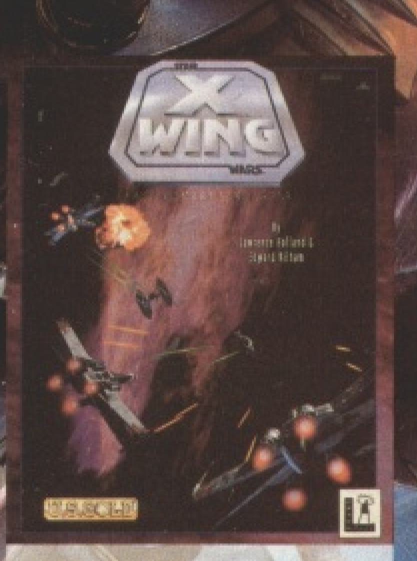
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METAL

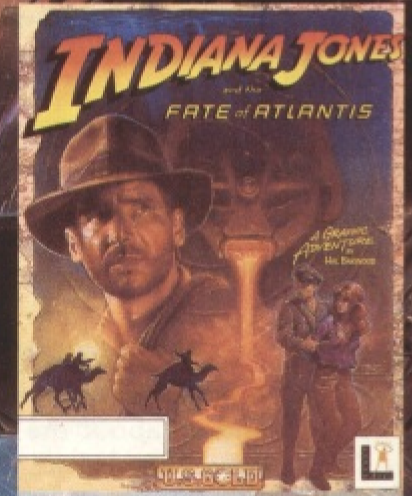


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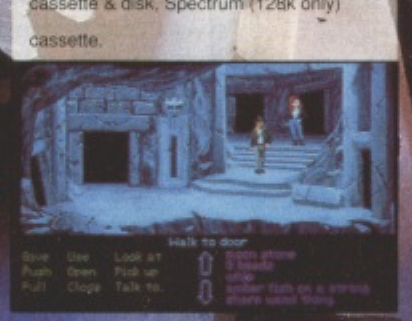
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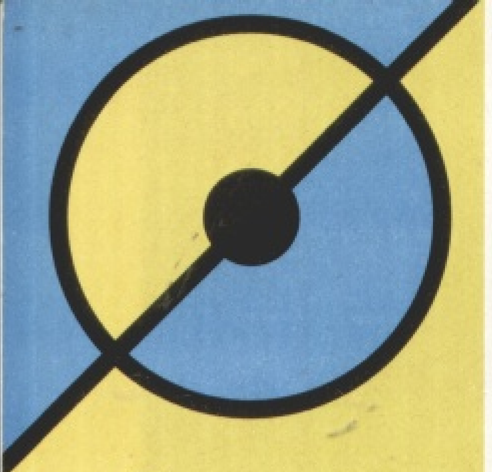
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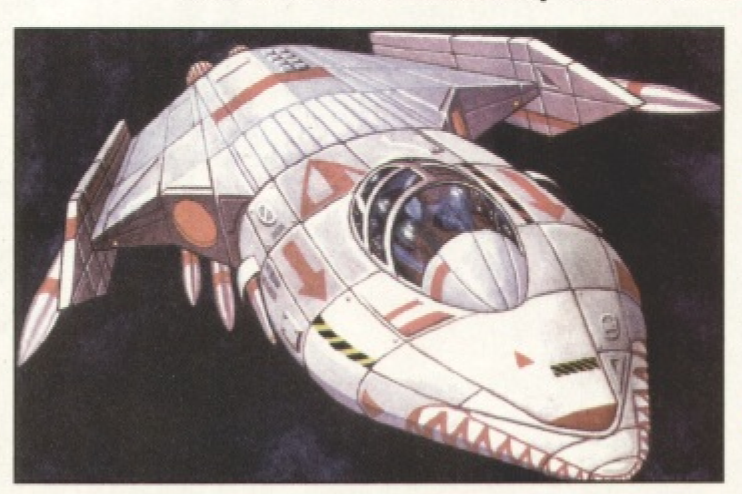
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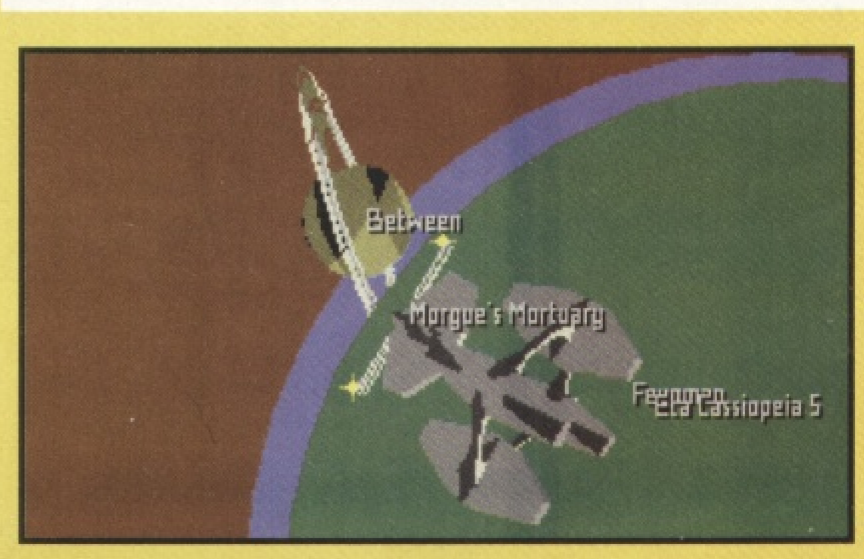
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Looking forward to Christmas...

I've had an extraordinarily good month since we last spoke. First off, I got to review the super-smart Frontier: Elite 2 which, let me tell you, is every bit as good as we'd hope it'd be and much more besides. Then I got to do the WIP on Rise Of The Robots which is shaping up brilliantly. And then Overdrive turned up, which I'd been looking forward to, and I got to review that as well! Brill, eh? And why do I get to do all the best stuff? Because I'm the Editor and I can do what I bloody well like. As Thatch once said: We are a grandmother. I shall go on and on and on. Look out for my memoirs, Upchurch: The Farringdon Lane Years, appearing in a bookshop near you soon.

DAVID UPCHURCH, EDITOR.







nts

BODY BLOWS GALACTIC..32
Can Team 17 do it again? They thrashed Street Fighter 2 last year, but how will this sequel fare against the forthcoming Mortal Kombat? Here's where you'll find out.







GAMES FEATURED IN THIS ISSUE

RISE OF THE ROBOT.....................................39
Mirage and Instinct Design take beat-'em-ups into the 21st Century with the amazing Rise Of The Robots. You can find out why on page 39.



DISKS AHOY!
Yo-ho-ho, and a bottle of rum. Yes, me hearties, there be THREE disks approaching on the starboard bow and, by God, they look chipper, especially Uridium 2, Hero Quest 2 and Seek & Destroy (the first one). Just turn the page and shiver your timbers as you find out how to use 'em. Aah-haaa!





BOOT SECTOR

LOADING YOUR DISKS

1. Chanting the ancient laments, take your chosen disk and insert it within the Amiga's drive slot.
2. Offering the sacrificial jelly bean of bakharakna, turn on your Amiga.
3. Throwing yourself into the fiery pits of mumptanik, use the function keys or mouse pointer to make your choice and play the demo.
4. If you have problems, remove any ceremonial periepherals attached to your machine and try again.

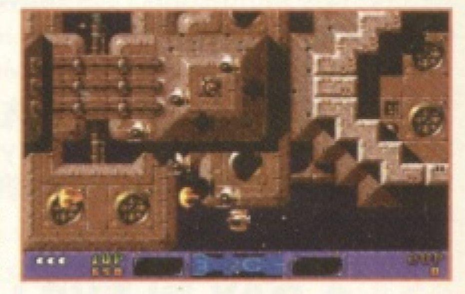
A600HD OWNERS!

A600HD owners may have trouble loading Hero Quest 2, due to the memory taken up by the hard-drive routines. To get the demo working, do the following:
1. Turn on your Amiga while holding down both mouse buttons. A set-up screen should appear.
2. Click on the button saying 'Advanced Options' to reach a second menu which lists which devices are enabled.
3. Click on all the buttons reading 'Enabled' (they'll now read 'Disabled') except for that of 'DF0:'.
4. Now click on the 'Use' button at the bottom of the screen to return to the first menu. Put your Hero Quest 2 disk in the drive and then click on the 'DF0:' button. Everything should work fine now.



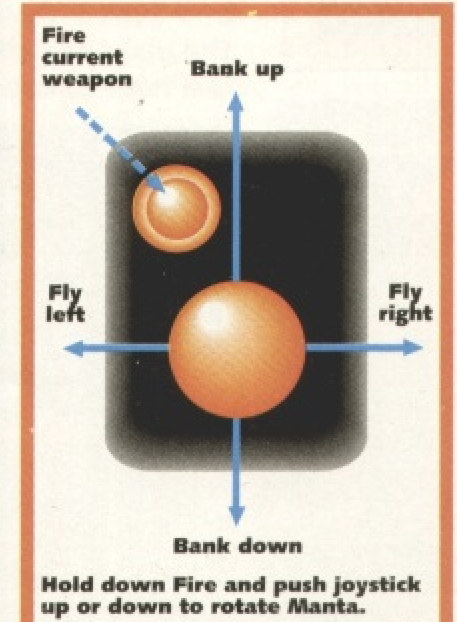
URIDIUM 2

Renegade



Oh my word! What an exclusive! Anyone who's been around the computer games world for a few years will undoubtedly remember the original Uridium with the sort of nostalgia that makes a grown man dust off his CBM 64 and weep into his Ribena. Well, finally the sequel's here - and it's a beauty! So gorgeous, in fact, that Dave - not a man known for his light marking - has given it 91% in this very issue! Whoooo!

We've managed to get our grubby paws on a full ship from one of the later levels of the game, just so that you, the reader, can bomb around like a nutter having a generally 'fab' time. If you're not familiar with the game, let me explain that it's your task to destroy the mighty dreadnought heading towards Earth by taking on the many attacking ships and ground weapons until you're informed that you're allowed to land. Then you must enter the dreadnought's reactor core and blast it to smithereens!



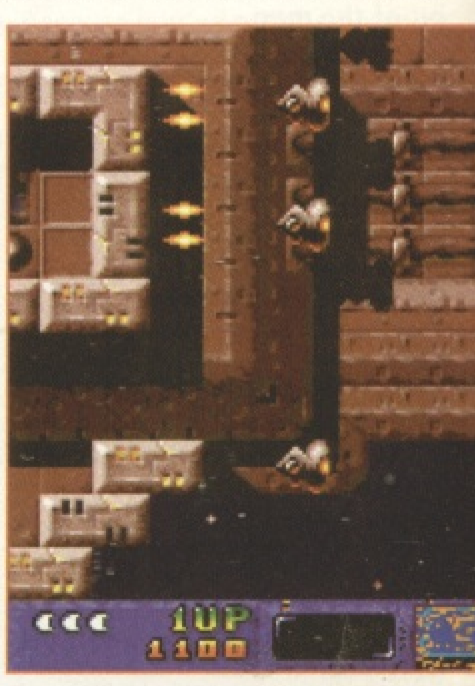
Controlling your Manta fighter is very easy indeed - it's just missing all the obstacles that takes some getting used to. There are a huge number of ground targets to be destroyed but, remember, you're not the only one that can fire. Homing missiles, enemy ships and unrelenting laser turrets are just a few of the things out to destroy you as you zip along the ship's surface.

A scanner at the base of the screen will show you any approaching craft as well as highlighting any areas of the ship that must be avoided. Walls are shown in blue, while enemy craft are shown as yellow blips. If your scanner packs up, this is because you're near a jamming device on the ship's surface - grab some torpedoes or bombs and get rid of that nasty irritation ASAP.

Your Manta starts with just a standard laser for a weapon but if you destroy an entire attack wave or some of the larger single ships, small icons will be left behind which can be collected for either extra points or new weapons. Torpedoes, cyclones, homing missiles and many other lovely toys can all be added in this way and, when you've had enough-of that particular weapon, just wiggle your joystick and it's back to good old lasers.

Some destroyed craft release special 'Victory Points' which can be collected to reduce the time left before you can land and, if you can collect the Victory Points before they leave the screen, they'll split into three and you'll get there even faster!

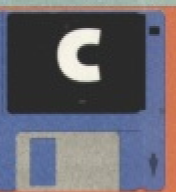
When you hear the message "Land now!" fly your Manta to the landing strip (indicated by two triangles at





Boot Sector never looked so busy! Matt Broughton rolls up his sleeves and prepares to get well and truly stuck in, so listen now as he tells tales of a stunning trio of demo-packed disks, the likes of which have never been seen before.

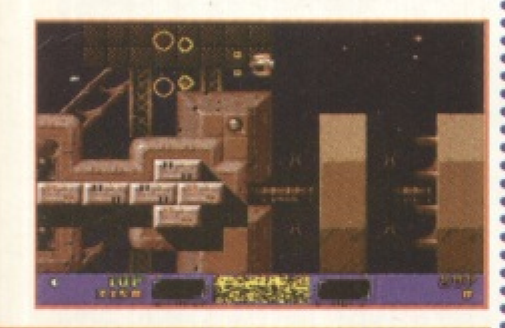


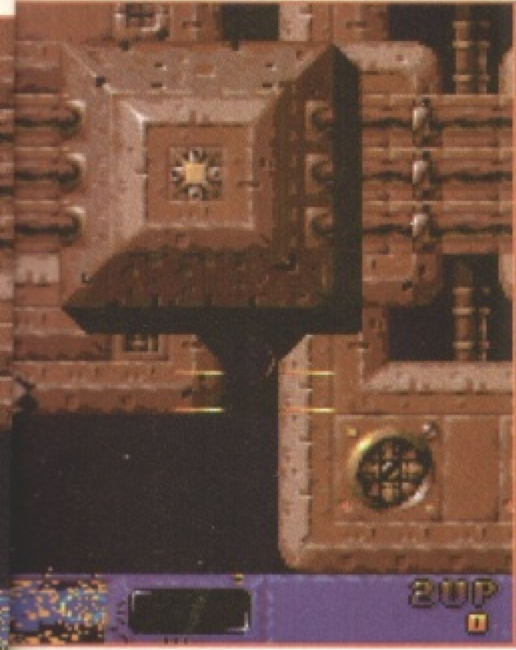


the start of a runway) and fly straight between the two triangles. The Manta will land automatically and you'll move into the reactor core.

This is a sub-game where you must blast through the core's defences to destroy the entire ship. The screen is wrap-around and you must use this effectively to deceive the core's defences by jumping across the screen and attacking before the shields can react. Your energy is shown in the bottom left of the screen and should you want to leave the core, hold down fire and jump into the warp gate that appears in the top-left of the screen.

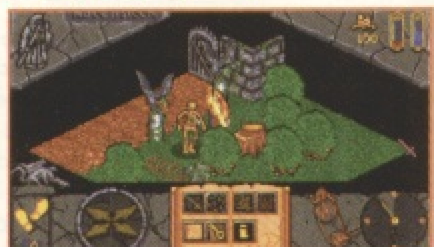
Should you manage to destroy the core, you can stick around and collect as many bonuses and extra weapons as you can - of course you'll have to get the final game if you want to use them! Have fun!





B HERO QUEST 2: LEGACY OF SORASIL





Gremlin

Well, it's taken a while to arrive but Hero Quest 2 is finally here - and even better, it's on our coverdisk. The details of this demo quest are given at the beginning of the game, but suffice to say that you'll need to slash, hack and magic your way through demons and zombies as you search for potions and treasure.

In case you're not familiar with Hero Quest, the game is run as a series of turns - your characters go first, followed by the computer-controlled nasties. Your movements are governed by the amount of Action Points available, which are randomly allocated at the beginning of each round. You can search for treasure, look for traps, wander about or attack nasties using magic or a large pointy sharp thing. (I think you'll find they're called something like 'swords'. - Dave.)

To move you can either click your cursor over the desired area or click over the arrows in the bottom left of the panel which will move you one step at a time. If you stand by a chest and click on the 'Search For Treasure' icon (see panel), you'll search the chest for goodies and anything found will be moved into your inventory automatically. If you search while not by a chest, you will check the immediate area around your character for traps and secret doors.

To cast spells, enter the magic screen (see panel) and drag the chosen spell or potion to the main screen by clicking over the arrow in the bottom right corner. You can now click the magic cursor over the targeted area and - flam p'targ! - magic happens! Your energy is shown as the left bar in the top right corner, while your magic energy is shown as the right bar in the corner. Go easy with the magic or you'll find yourself out of juice just when you need it. Other than that, just get out there and get hacking.

When you've completed your turn, click on the end icon (see panel) and control will pass on to the next character or the computer nasties.

ICON SEE CLEARLY NOW

You may well be wondering what all these little icons do, so I shall tell you.

(1) This shows the number of steps available with current action points.

(2) Click here to move your character. This also highlights possible movement directions.

(3) Click the attack icon and a sword will appear. Click this over your target (who must be in an adjacent square) to get stuck in.

(4) Clicking on the magic icon enters the magic screen where you can drag spells or potions out to the main screen with a click on the bottom right arrow. Click over the target to let rip.

(5) Click here to search chests or areas for any treasure.

(6) Click here to search for traps. If you're successful you should disarm them, if you're not - AARRGGHH!!

(7) This gives access to the map complete with a key and arrows to scroll around.

(8) Stand in front of a door and click here to open the aforementioned obstacle.

(9) This gives access to your inventory showing all currently held items and weapons.

(10) Clicking here ends the current character's turn.

(11) The light area shows how many Action Points remain for this turn. Just because you can't walk any further doesn't mean you can't still do other things.



ZOMBIE MASSACRE

Complete PD Game!

It seems like ages since we've brought you any of our fave PD stuff, so cop a load of this little love. This game is simplicity itself - kill anything that moves and then go home! Now as tempting as it is to move on to the next game, I suppose I'd better say a bit more really. You need to clear each level of a set number of zombies that shamble and groan towards you, and how do you do this? With your big gun of course!

Your gun's crosshairs are positioned using the mouse in the usual manner. A tap on the left button will unleash a stream of leaden death, while a tap on the right will lob a smartbomb-like grenade. It's all fairly obvious, really.

Zombies will generally just appear from nowhere and aren't particularly threatening (unless you consider groaning to be offensive), but every now and then you'll get one zombie that will try to get you with a grenade. Shoot these zombies or, failing that, you can shoot grenades as they sail through the air towards you.

Some of the zombies will try to get across the screen and must be stopped at all costs. If they do get across the screen, you will loose some of your energy - shown in the top-right corner of the screen. I'm sure I don't need to point out that should your energy fall to zero, the game ends.

You have a limited amount of ammo and a few grenades at your disposal, but your stocks can be replenished by shooting the crates that will fall from the sky at random intervals.

Anyone who's vaguely familiar with Operation Wolf shouldn't need any help at all, and anyone who isn't should be shot.

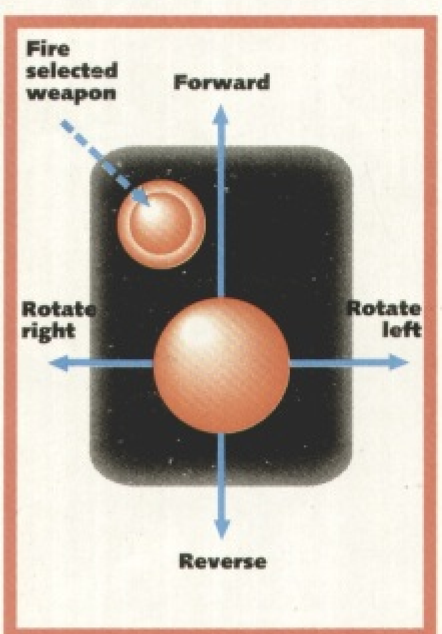






SEEK & DESTROY

Vision Software



Fire selected weapon
Forward
Not used
Rotate right
Rotate left
AMIGA
Reverse

OTHER CONTROLS: Use the Function keys to select weapons. The 'Up' and 'Down' cursor keys make you land or take off respectively

Now, you've got a clear choice here. You can either turn on the news and get depressed at the troubles of the world, or you can load up this beauty and blow lots of things up. No contest really, is it?

We're lucky enough to be able to bring you three full missions from this soon-to-be-released blow-'em-up courtesy of Vision Software. And let me tell you it's bloody good stuff. Before each mission starts you are given a briefing detailing the objectives for that mission. Generally each mission will have a number of ground targets to destroy, as well as a number of enemy choppers that must be avoided or destroyed along the way.

You have a number of weapons at your disposal ranging from simple cannons to air- and ground-missiles. You even have some Exocets - lovely! Apart from the standard guns, all the weapons are in limited supply and can only be replaced by completing the mission or collecting weapon icons that sometimes float away from ground targets as they blow up.

You have a limited fuel supply for each mission (shown at the top right of the screen), which can be replenish by landing of the static supplies sometimes found after destroying ground targets. You also have a limited shielding that can be replaced in the same way.

Below your chopper is a radar that shows any ground targets or enemy helicopters in the area as well as showing your home base where you'll need to return to and land at after each mission has been completed. The inidcator at the bottom-left of the screen shows you your chopper's damage while the icon at bottom-right shows the currently-selected weapon.

It's all lovely and instinctive, so load it up now and get down to some serious killing.

PRESS 'F' TO KILL

Weapons, weapons, everywhere! You'll no doubt be wondering how to select them, so read on.

F1 - Ordinary guns have an unlimited supply of ammo but are weak.

F2 - The default missiles work well in both dogfights and ground assaults.

F3 - Air-to-air missiles will lock onto any choppers entering your immediate area.

F4 - Air-to-ground missiles. Need I say more?

F5 - Exocet missiles. Hubba, hubba!

F6 - The ACD will carpet bomb a small area in front of your chopper.

F10 - Infrared on or, as we like to say, "It's all gone green."

PROJECT BUZZBAR

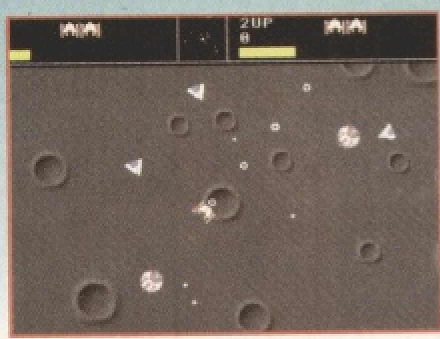
Complete PD Game!

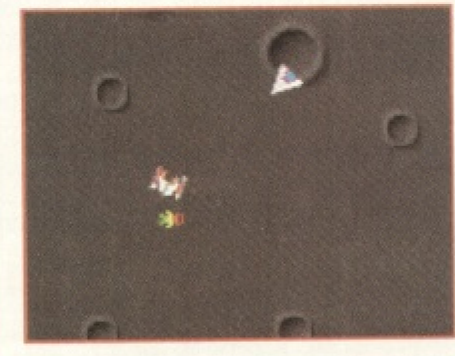
When we give you PD, we give you PD. Project Buzzbar is an overhead blast with a sort of Asteroids-y feel. Your engrossing task is to rescue the floating humanoids while avoiding the large number of aliens steaming around the place. You have lasers which can be used to dispose of the aforementioned devil's dollops, as well as having a limited shield which can be raised with a tug back on the old joystick when any enemy lasers or enemy ships look like they're about to spank into you.

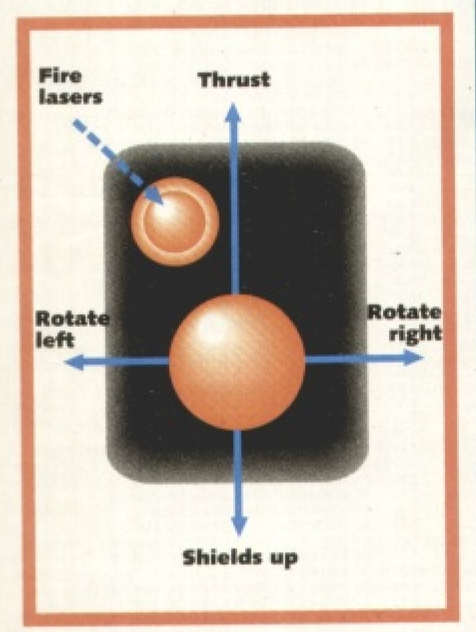
At the top of the screen is a scanner showing all objects currently filling the wrap-around landscape, as well as a bar in the top left showing the amount of shield force available to the current life. The number or lives remaining is also shown at the top, and with every new life you will receive a full force top-up.

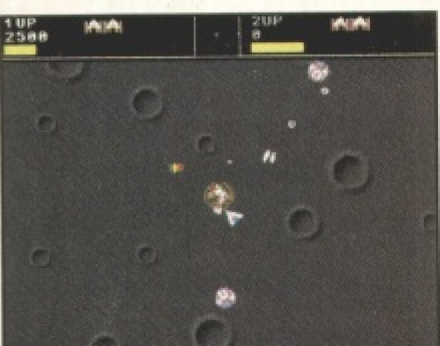
The ship is affected by a strong momentum and will drift for quite a while after you fire your thrusters, but the recoil from the lasers can be used to slow you down.

There's not a lot more to it really, just fly over the humanoids to collect them and avoid the nasties along the way. Watch out for the enemy ships that steal the humanoids before you can get to them - swines!









IT DON'T WORK MATE!

Due to the large number of duplicate disks made the occasional disk doesn't quite do its thing. We're very sorry if you've got one of these but don't despair, help is at hand. Whatever you do DON'T SEND THEM TO US! Instead, send them off to this address with a SAE for 28p:

The One Coverdisk Returns,
PC Wise,
Dowlais Top Business Park,
Dowlais, Merthyr Tydfil,
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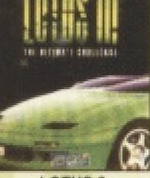
Once you've done this you can sit back and wait for your replacement disk to arrive. If you think that you can solve your problems down the phone, call the PC Wise helpline on (0685) 350505 between 10:30am and 12:30pm on weekdays.

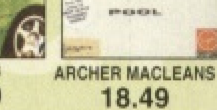
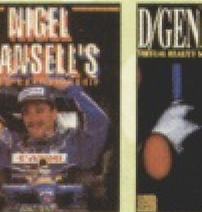
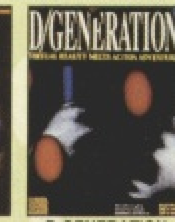
The Small Print Bit.

1. Whilst we here at The One make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

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IMPORTANT – PLEASE NOTE

NOP = will not work on A500 Plus, A600 or A1200.
NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
• = NEW Item

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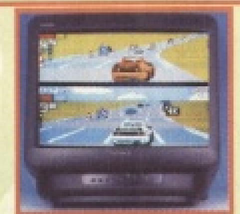
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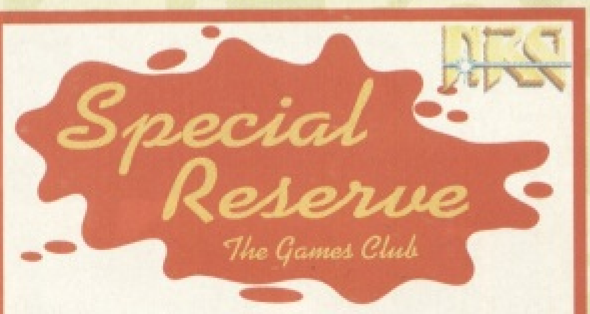
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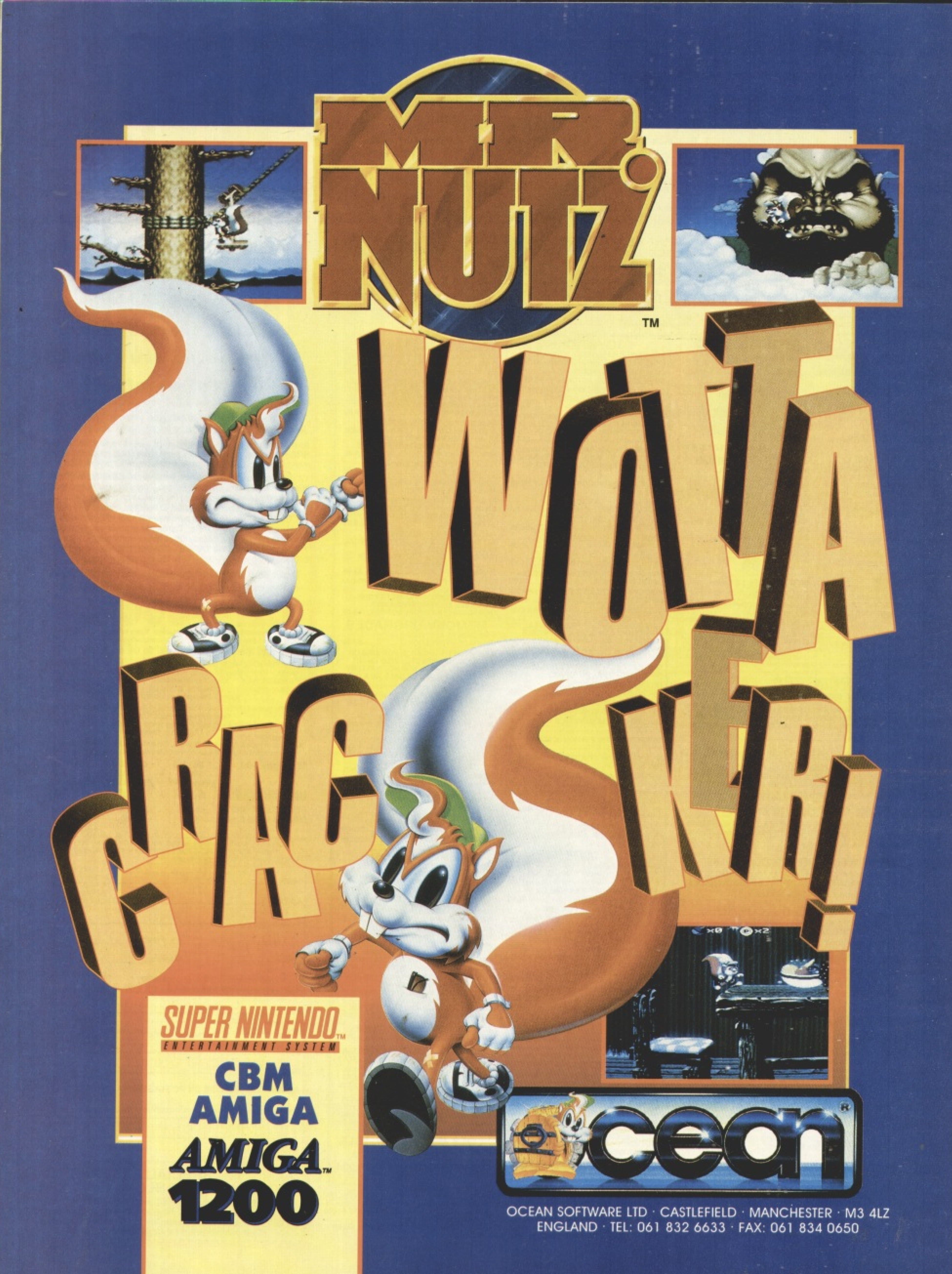
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NEWS



CD32 IS LIVE! WIRE

While the CD32 may have arrived in the high street with more of a whimper than a bang, Commodore's latest attempt to crack the CD games market moved up a gear last month with a successful appearance at Live '93, the launch of its new TV advert and the announcement of an imminent software line-up of more than 40 titles.

The machine's public unveiling came at last month's Live '93 exhibition at London's Olympia, where the 32-bit console received rave reviews. Commenting on the initial public reaction, Commodore's joint UK boss David Pleasance says: "After months of behind-the-scenes work, this was our first chance to witness the public's reaction - and it was well worth the wait. The CD32 was a key attraction."

The show was such a success, in fact, that Commodore has already booked itself in for a repeat appearance at Live '94.

With the success of Live '93 behind it, Commodore immediately set about taking its message to the rest of the country with the launch of a three-month TV advertising campaign devoted to the CD32. Using a similar 'too tough for aliens' theme to last year's Amiga advert, this latest effort will start life on the satellite channels, before switching to ITV and Channel 4 closer to Christmas.

On the software front, Commodore has also unveiled the full line-up of titles which it expects to see launched prior to Christmas. In addition to the 15+ games already available, a further 25 titles are expected to hit the streets over the next couple of months (see panel).

Although Commodore is understandably pleased with the progress made by its new machine over the last month, it does face considerable opposition from other new hardware which is expected to hit the high street in the near future - most notably Atari's 64-bit Jaguar console, Philips new CD-i player (with optional digital video technology) and the eagerly awaited 3DO player from Panasonic which is expected early in the new year.

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HMV FINISH LEVEL ONE



Computer and video games took a massive step forward into the 'real world' this month, with the opening of what music and video chain HMV describes as "the world's largest games department" in London's Oxford Street.

The new department, which was officially opened by Chris Evans and Gaby Roslin of The Big Breakfast, is entered via a high tech 'light tunnel'. Once inside, the visitor finds himself in a 6,000 square foot games arena, featuring cinema-quality surround sound.

"We're throwing down the gauntlet to our competitors and challenging them to provide the video games fan with a more exciting shopping environment," says HMV's UK managing director, Brian McLoughlin.

Fully stocked, Level One can accommodate more than 5,000 individual titles, which some wag at HMV has estimated would provide six years of challenge to a 'non-stop gamer' (whatever that is).

For those who would prefer a shorter dose of their favourite pastime, the 'games challenge' area features a 25-screen video wall, which is capable of displaying up to six simultaneous images. The computer which controls this system can also keep track of all scores recorded on all games, allowing HMV to keep a running challenge in operation.

Although HMV is not revealing any plans about the possibility of opening similar departments outside of the Capital City, it does plan to open more modest game sections in almost half of its chain (that's more than 40 shops) before the end of the year. So soon you should have a HMV games shop near you somewhere.

BRUTAL BONANZA



Good news for fans of kickin', punchin', gougin', slashin', maimin', oh, and footballin'! Millennium are holding a Brutal Sports Football open day at the newly-opened Level One games zone in HMV's Oxford Street branch on Saturday, November 11th.

During the day you'll be able to get hands-on experience of the ultra-violent sport game that they're already calling "quite good". On top of that there will also be a Brutal Sports Football challenge, where you can pit your gaming skills against Steve Murphy, who (apparently) is the world champion player. Anyone who manages to beat the Mighty Murphy will win a fabulous prize.

The One boys will also be there, so if you're really desperate to meet us in the flesh (which, in Dave's case, there's quite a lot of) then get on down there. It should be a laff!

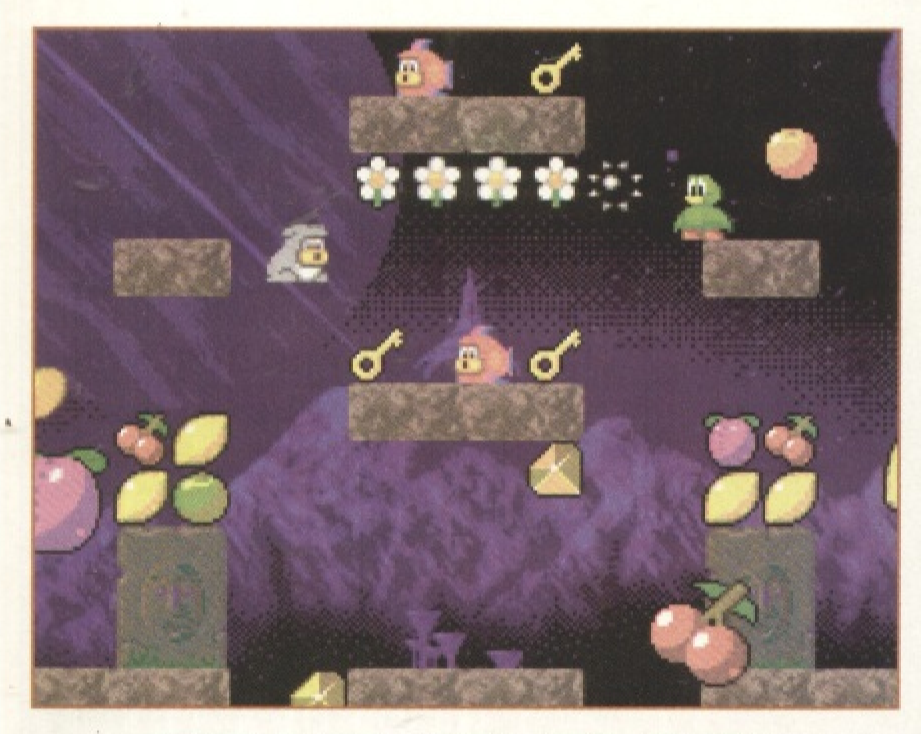
STARS COME OUT FOR SPACE HEAD

In an effort to convince us that its latest character vehicle is a cut above the rest, Codemasters has enlisted the help of a clutch of celebrities to endorse its forthcoming release, Cosmic Spacehead.

The list of stars who have declared their love for the interstellar tourist includes Joe McGann, CNN, Andi Peters of Children's BBC, Top of the Pops present Tony Dortie and ABBA lookalikes Bjorn Again, who's eponymous leader declares: "Cosmic Spacehead is very colourful, just like us really. The colours are the same as our costumes and the designs really groovy - he's a funky little guy."

You'll be able to decide for yourselves if the stars are right (or if fame has simply gone to their collective heads) when Cosmic Spacehead hits your local shop next month.





TEAM 17 BLOW THEIR OWN TRUMPET

Although it's been relatively quiet on the new release front of late, limelight-friendly publisher Team 17 has still managed to grab a few headlines with an impressive chart-topping performance at the end of last month.

With the release of its latest budget effort Qwak, the Team pulled off the remarkable feat of simultaneously occupying all four top spots in the Gallup Amiga budget chart. Jumping straight into the top 10 at number three, Quak joined its stablemates Project-X, Alien Breed Special Edition and F17 Challenge in the chart's upper reaches.

Team 17 are no strangers to good chart performances, with Alien Breed Special Edition already becoming one of the most successful budget games ever, sustaining top spot in the Gallup chart for more than 30 consecutive weeks.

STRIKER 2 SET FOR KICK OFF!

With the World Cup USA '94 still seven long months away, the first wave of pre-event footy craziness is already gearing up, with a number of Amiga games already in the pipeline.

The first to qualify will probably be Striker 2, from scouse software supremo Rage. A long-overdue sequel to the good-looking original (which would probably have made a bigger impact if it had not been eclipsed soon after its release by the arrival of Sensible Soccer), Striker 2 should be available early in 1994.

"We've learned a lot in the process of adapting Striker to Sega and Nintendo," says Rage boss Paul Finnegan, "which will improve the sequel beyond recognition. We're confident that Striker 2 will be able to hold its own with any of the footy games released next year."

Striker 2, which is currently in the hands of programmer Frank Robinson (whose previous credits include The Untouchables for Ocean) and two graphic artists, will feature larger sprites, enhanced animation and new gameplay elements. Exactly what those new gameplay elements are is unknown as yet.

The game will be available first in A1200 form, with a cut-down version for the A500/600 standard machines to follow. A CD32 incarnation is also expected to appear soon after.

On the subject of World Cup football, no-one has picked up the official USA '94 licence as yet, but news on the grapevine is that it's likely to go to either Virgin or US Gold. No matter which company eventually gains the official endorsement, it is likely to encounter strong opposition from Sensible's World of Soccer, which is currently on schedule for a pre-tournament release.



NEW JOYSTICK! (Yawn)

Over the last few months we've seen the arrival of joysticks shaped like aliens, joysticks shaped like Bart Simpson, joysticks shaped like steering wheels and joysticks shaped like indescribable 'VR handsets'. Now, however, 'stick specialist Logic 3 has come up with the gimmick to end them all - a joystick that's shaped like... a joystick!

Based on the classic 'square box and straight shaft' principle, the Quatro (and its near-identical little brother, the Pinto) is available now in basic and GT (autofire) versions, with prices starting at £12.99.



IS LIFE BETTER IN THE SUN?



Not content with finding new vegetables to replace the England football team manager's head or searching out stories about comedians and small furry rodents, those wacky dudes at The Sun have decided to try their hands at producing their very own Amiga game.

Going by the Sun-believable name of Snapperazzi, the game, which received its first public showing at the recent Live '93 show in London's Olympia, features the exploits and adventures of an alien news photographer.

The game's launch later this month will be greeted, unsurprisingly, by major editorial support within the newspaper. It's also believed that players will be able to win prizes through Snapperazzi-related competitions and promotions in The Sun's own MegaGuide computer games column, which is returning to the paper soon after its summer break.

"We wanted to make a really good game," says MegaGuide columnist Garth Lucas, "and Snapperazzi fits the bill - it's remarkably fast and should do really well."

Never ones to miss a trick, the Sun staff have tied up in-game promotions with Domino's Pizza and the maker's of Fizzy Chewits, both of whose wares will appear within the game.

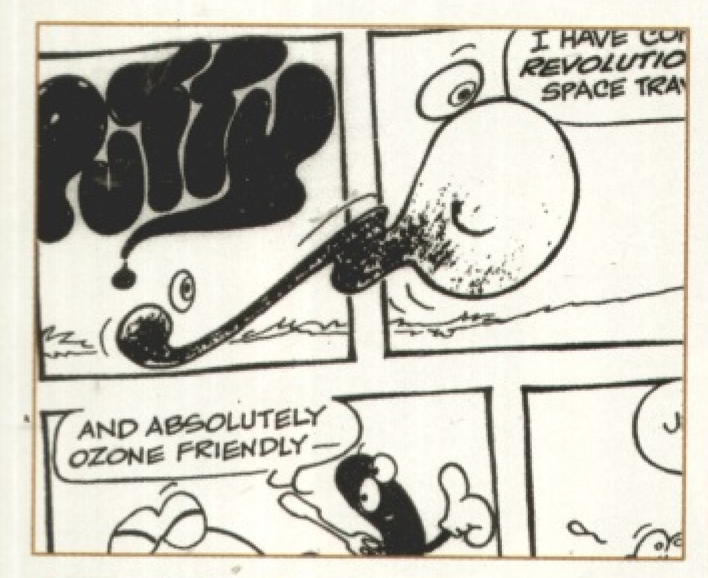
STRIP TEASERS

...Future Zone, the chain of computer and video game stores which is rapidly expanding across the nation, is now claiming to be the biggest network of shops around. The opening of three new shops - in Edinburgh, Nottingham and Leicester - brings the chain's total to 31, that's one shop ahead of its arch-rival, Virgin Games. Future Zone expects to have more than 40 shops open to the public before the end of the year...

...Put away your blackboards education fans and break open your piggy banks, because scholastic software specialist Lander is bringing out some of its best-known programs at a new affordable price. Stunningly titled 'Lander Budget Series', the new range kicks off with five titles - Hooray for Henrietta, Henrietta's Book of Spells, Count and Add, Mix and Match and Spellbound, all of which are available now, priced at £9.99...

...Sierra On-Line, the PC specialist which has recently announced its intention to return to the Amiga fold, is so confident of its forthcoming catalogue that it's even willing to guarantee enjoyment to its users. Running until the end of the year, the 'Guaranteed Enjoyment' promotion entitles anyone buying any Sierra or Dynamix game to exchange it for another game within 21 days if they are not completely satisfied...

...Mike Singleton's political epic Ashes of Empire is to receive a second lease of life, with a new release on the Action Sixteen label. The strategy game, which is based on recent events in Eastern Europe, is available now, priced at £16.99...



PUTTY STRIPS OFF!

System 3's loveably elastic game star Putty has emulated the exploits of James Pond, Chuck Rock and Sonic the Hedgehog, by having a cartoon strip created to follow his further adventures.

Conceived and drawn by Daily Mirror cartoonist Roger Mahoney, the comic strip is currently without a home, but System 3 expects to sign a deal with one major national publication in the very near future (The Face, the Sunday Telegraph and the Daily Mirror are all believed to be interested).

Explaining his decision to adapt Putty from monitor to printed page, Mahoney says: "When I first saw Putty, its simplicity and humour convinced me that he would make an excellent cartoon character. Putty has a timeless quality that could go down well with cartoon lovers around the world. This made it easy for me to translate the character from a computer game into a strip cartoon format. I'm looking forward to its development."

However, despite his impending national fame, Putty isn't completely deserting his computer roots. The flexible blob is due back for his second Amiga adventure next year, when he's scheduled to star in Putty Squad on all Amiga formats.

CHARTS

THE AMIGA TOP TEN CHARTS
As supplied by the Virgin Games Centre.

FULL-PRICE

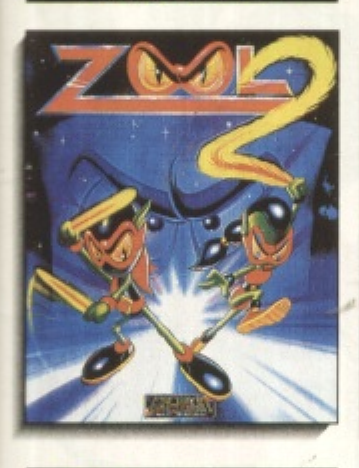
1.	Space Hulk	(EA)
2.	Champ. Manager '93	(Domark)
3.	The Patrician	(Daze)
4.	Dogfight	(MicroProse)
5.	Hired Guns	(Psygnosis)
6.	Syndicate	(EA)
7.	Combat Air Patrol	(Psygnosis)
8.	Dune 2	(Virgin)
9.	Overdrive	(Team 17)
10.	Gunship 2000	(MicroProse)

BUDGET

1.	Graham Taylor	(Buzz)
2.	F17 Challenge	(Team 17)
3.	Shadowlands	(Buzz)
4.	Project-X	(Team 17)
5.	Super Space Invaders	(Hit Squad)
6.	Chess Champions 217	(God knows)
7.	Hook	(Hit Squad)
8.	Alien Breed '92	(Team 17)
9.	Pirates!	(Kixx XL)
10.	First Div. Manager	(Codemasters)

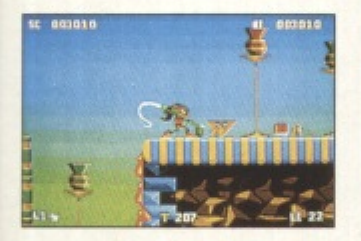
whatever
you
wanna
play
we've got it...

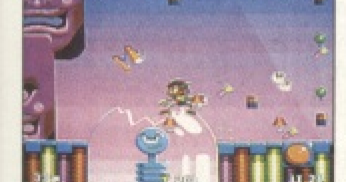
ARCADE PLATFORM



ZOOL 2

ZOOL, and his female companion **ZOOZ**, face a challenge which wilts the knees of the toughest Ninja's in this state of the art **PLATFORM ARCADE ACTION** sequel. **KROOL** and his accomplice **MENTAL BLOCK** are once again out to wipe imagination from the face of existence. Playing **ZOOL** *or* **ZOOZ** fight your way through **NINE** massive levels of hugely varied and enjoyable gameplay. Meet **ZOON**, a two headed alien dog, one head stupid, the other highly intelligent.



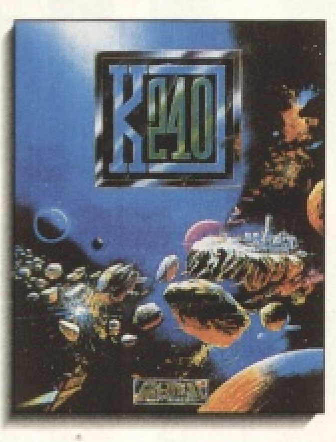


Features Include:

- Play either **ZOOL** or the all new **ZOOZ**, each with their own special strengths.
- A wide variety of highly intelligent enemies.
- Many varied power ups and collectibles.
- Hidden bonus rooms and secret levels.
- Sizzling sound FX and a choice of in game tunes.
- Nine huge levels.

"The classic sequel to 1992's biggest selling Amiga game".

ADVENTURE/STRATEGY

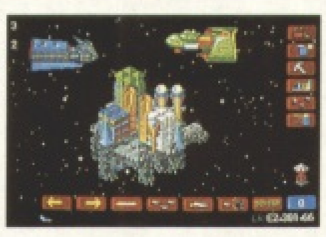


K240

Only when you take control of **K240** in this superb **STRATEGY** game will you understand what real pressure is. The Terran Empire has expanded. Mankind and six Alien races are struggling to maintain peace in the face of dwindling resources. Is destruction inevitable.

You are the Commander of the mission to explore and exploit **K240**, but can you build a successful and peaceful colony deep in the recesses of space, or will greed and aggression bring the empire down.

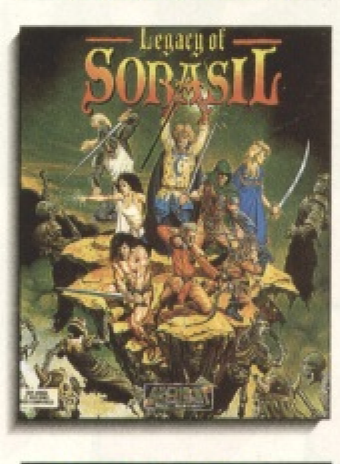




Features Include:

- 6 different Alien life forms.
- 8 different types of space crafts.
- 16 different types of weapons and shields.
- Fully designable asteroid field interface.
- Highly intelligent enemy colonies.
- 40 different building structures.
- A vast range of complex interactions to understand and control.

FANTASY & ROLEPLAY



LEGACY OF SORASIL

THE LEGACY OF SORASIL is a fantastic and huge world of adventure. The fabled land of Rhia has fallen foul of a mysterious plague. Choose a party of intrepid adventurers from 8 would be Heroes and try to return the land to it's peaceful state. Battle your way through 10 vast stages against a legion of highly intelligent foes. Endless hours of solid and far reaching gameplay.



Features Include:

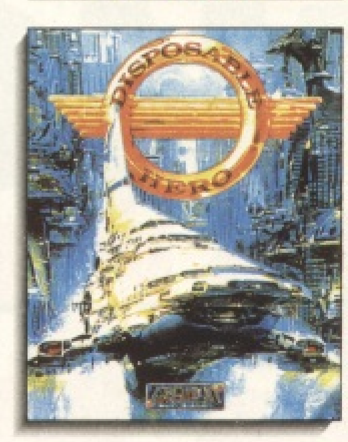
- 10 perilous quests to be completed.
- Stunning 3D isometric display.
- Simple point and click interface.
- 8 heroes, all with specialist skills and abilities.
- Eerie sound FX and tunes.
- Fully self mapping.

"If you want challenging gameplay and a game that's going to last you can't go far wrong with this".

CU Amiga



SHOOT 'EM UP



DISPOSABLE HERO

Get that trigger finger ready for an **ARCADE SHOOT 'EM UP** that takes up the genre where others have feared to tread. The Free Worlds lie technologically bankrupt. An Alien tyranny threatens mankind. As a certified **D-HERO** it is your task to fight your way through 6 levels of non-stop heart pumping finger sweating eyeball racing thumb busting, nerve jangling action to penetrate the alien strongholds.





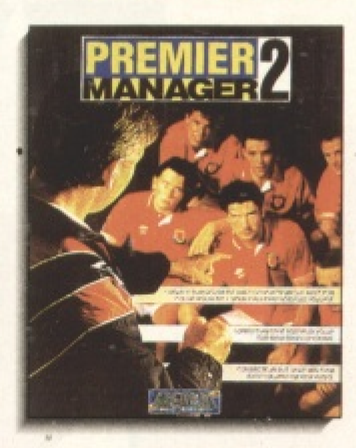
Features Include:

- Arcade quality graphics, backdrops and animation.
- Fully adjustable sound FX and in game tunes.
- Hundreds of weapon configurations.
- Mind blowing Mid-level and End-level guardians.
- Choice of assault craft with Four levels of difficulty.

"First impressions? whoah! blast, blast, boom! death, guns, more death, action and excitement!"

The One

FOOTBALL STRATEGY



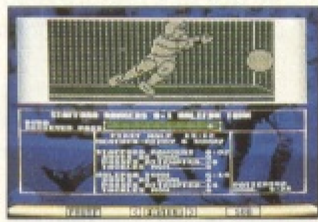
PREMIER MANAGER 2

PREMIER MANAGER transformed the face of **STRATEGY** football management games with it's accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features.

Have you the management skills to turn around and improve your teams performance?

Get ready to blow the whistle on **THE** football game for 1993.





Features Include:

- 16 playing formations with 8 playing styles and 12 match tactics.
- Negotiate wages, bonuses and contracts.
- Comprehensive banking system with changeable interest rates.
- Up to 26 players per team with limit of 4 foreign.
- Set ticket prices and crowd control.
- **IMMEDIATE** sacking possible if you're not up to the job.

"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you".

The One



GREMLIN GRAPHICS SOFTWARE LIMITED. CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS. TEL 0742 753423



Letters

A quick glance at our Day In The Life Of... The One feature on page 124 should give you an idea of how seriously we delve into our readers' letters, and here are just a few of the most choice comments of the month. If you would like to add your voice to the merry throng, write in to: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively, you can fax us your thoughts on: 071-972 6710.

I'M RICH, ME

Dear The One,
I have just finished reading your September issue, and very good it was too.

I was drooling over your CD32 feature when a thought hit me - if I was going to buy a scrummy crisp new machine like the CD32, what would I need coverdisks for?

After forking out £299 I don't want something stuck on the front of my mag which would only end up as bin food! I don't suppose you're going to put CDs on the front of your magazine are you?

Take the advice of a mature reader - I'm 35, yes, 35 years old - and ditch the disks.

Malcolm Fellows,
Watford, Herts.

P.S. Can you play CD-i software on the CD32?

Unless you bought a bolt-on floppy drive for your CD32 (an unlikely event, seeing as there isn't one available yet) then, yes, you're right - your brilliant coverdisks might as well be two-week-old halibut for all the use they'll do you. Pity, that, 'cos you'll be missing out on some top stuff over the next few months (as to what they are, well, wait and see, wait and see. All good things to those who wait...).

However, as most of our readers own an A500, A600 or A1200 we're hardly going to drop disks in favour of a CD just to please the elite who can afford a CD32. However, if the CD32 sells well we may consider some sort of CD-based 'freebie' in the future.

And no, you can't play CD-i software on the CD32 - they're two totally incompatible machines although they share many similarities. However, if the CD32 starts shifting I wouldn't be surprised to see fairly close 'conversions' of major CD-i titles.

CALLING ALL GOLFERS!

Dear The One,
I have just started the MicroProse Users Golfing Society from an idea I had some time ago for players of MicroProse Golf, and wondered if any of your readers would be interested in joining. I have permission from MicroProse to use their name and they have agreed to donate a trophy for the national winner. It is only open at this stage to scratch players so that everybody competes at one level.

Providing I get enough support, I promise to run a regional competition over 36 holes and the final stage over 72 holes. If any of your readers send an SAE to me, I will send them details of the club and a registration form.

Andy Jervis,
9 Portland Drive, Nuneaton,
Warks CV10 9HZ.

Interested? Then drop Andy a line... Good luck!

TAKE OUT THE RUBBISH!

Dear The One,
What a truly amazing mag you have, packed full of juicy tips, reviews, updates, progress reports - oh I could go on forever [please do! - Dave] so how could I possible be disgruntled? How dare I complain? Well....

My problem is why do you devote so much valuable magazine space to games which score ridiculously low marks? I refer, of course, to the Reviews Section of your September issue. Here we see two pages given to the intelligence-insulting Super Sports Challenge which romped home with a massive 14%, along

QUESTIONS 3 (SON OF QUESTIONS)

Huddle up to cuddly David Upchurch and ask him those questions that you've never been able to go to you parents with. He'll understand.

Dear The One,
(1) There's a rumour going round our school that there is going to be a Project-X 2. I think this is bull - am I right?
(2) What do all the terms for memory mean as my Spectrum had 48K, my Atari ST had 512K, my Amiga has 2 Megabytes and my mate's SNES is 16-bit.

Andrew Salter,
Oxon.

(1) Andrew, these rumours are indeed, ahem, 'bull' (the words kids use nowadays, eh?). Apparently Team 17 thought about doing a sequel but couldn't really see what more they do to the game either technically or gameplay-wise, so they're not going to bother. Fair enough. s'pose
(2) Er, right. You're getting a bit confused, it seems. A 'K' is a unit of memory measurement, and there are 1024 Ks in a Megabyte. In other words, your Amiga has four times the amount of stuff in memory as your old ST and nearly 43 times as much as your Speccy! Rather impressive, eh?

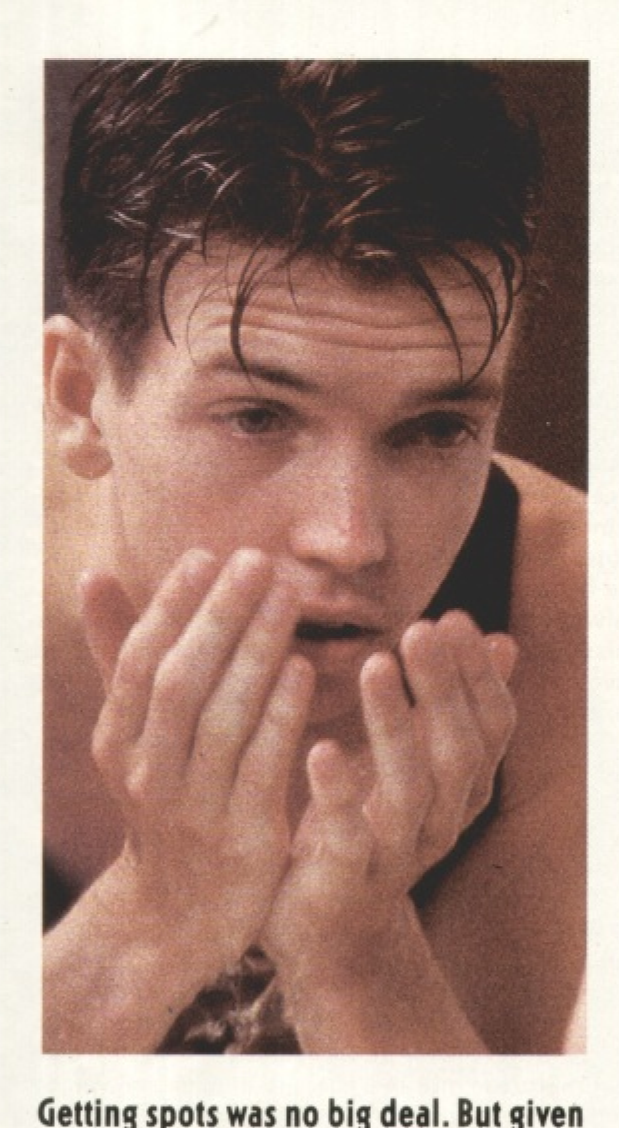
Now, when people refer to a computer or console being 16-bit, 32-bit or whatever they're NOTreferring to the machine's memory but to how much information the machine's main computing chip can handle in one 'lump'. Basically the more 'bits' your machine has, the faster it can process data, making for better games.

Dear The One,
(1) Why haven't I seen any adverts for the spanking new CD32 and the A1200? I thought Commodore might make a bit more of an effort to show off these great new machines.
(2) I've played Palm Springs Golf on the CD-i and was impressed with the graphics and video clips of the golfer. Being that the CD32 console can display CDXL 3/4 full-motion video already, will there be a special version of Links on the CD32?
(3) I've heard rumours about a more advanced Amiga console and a new A1400 computer with a DSP. Is this true?
(4) Is it true that Defender of The Crown 2 is coming out on the CD32 and A1200?
Robert Crampton,
Hayes, Middlesex.

(1) Patience, dear boy, patience! Commodore are planning an advertising campaign - in fact, the TV ads should be hitting a screen near you any time... NOW!
(2) There are no plans that I've heard of, although I wouldn't imagine it'd be that had to convert. Personally, I'm not too worried if it does or it doesn't - it looks and sounds nice but the game of golf leaves a LOT to be desired.
(3) No.
(4) Yes - for the CD32, at least. There's no news on an A1200 version yet.

(Continued overleaf)

YOU WON'T SEE ME WITH SPOTS.





That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

UNBEATABLE TREATMENT FOR STUBBORN SPOTS AND ACNE

Clinically Tested

OXY 10

COLOURLESS LOTION

MAXIMUM STRENGTH

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

with a full page given to both Napoleonics (23%) and Fistfighter (36%).

I'm sure most readers react the same way as myself, in so much that when they see your reviews giving scores such as those above, they decide to stay well clear of that particular piece of doggy-do.

I accept my rightful position as a mere game-playing peasant, your royal Upchurch-ness [You can keep grovelling all the you want, mate, but you're not going to win the Star Letter! - Dave.], but may I still make a suggestion? If you, or your fellow reviewers, award a game a score below a certain level (let's, for arguments sake, say 50%) then the review is only deemed worthy of a maximum of half a page of your delicious, Kim Bassinger-type magazine.

I'm not suggesting you only review top quality games - we do, of course, need to be forewarned of these articles of manure, just don't keep flattering them by sacrificing so many square inches of your voluptuous volume. Space which could be given up to even more reviews per issue.

Glenn Turner,
Derby

We've had a load of letters asking for more space for more reviews but, honestly, we review everything we can get our hands on. Our aim (which I like to think we achieve) is to review EVERY Amiga game released. The only time a game is missed is if we don't receive a review copy from the software company for some reason (which is usually because it's a pile of do-do, by and large).

As for giving too much space to the bad 'uns... Well, the minimum space we give any new game is one page, good or bad alike. The reason we gave Super Sports Challenge two pages is because it was so hysterically bad we found one page just wasn't enough space to cover its total naffness in full. And not at all because we had two empty pages to fill.

QUESTIONS 3

Dear The One,
(1) I have some questions about hard drives for an Amiga 500...

...Look, for the sake of my sanity, write to CU Amiga about all that sort of techy stuff. PLEASE!!!! If I get one more letter about hard drives, printers, scanners or anything, in fact, that isn't to do with games, I'll scream.

Dear The One,
(1) When will Second Samurai and Outlander come out?
(2) Are Renegade planning any A1200 games?
(3) I read an article in another magazine about a follow on to Sensible Soccer called Sensible World of Soccer. It said it will incorporate over 1500 teams from around the world and is due for completion later this year. Is this true and, if so, can you give us a sneak preview?
(4) When I first saw Sensisoccer it had a crowd and on-screen ref and physio, and an advert said it had overhead kicks, but it didn't have any of those. Could you tell me if Renegade will release a data disk with these on, or will they be included in Sensi World?
(5) Are EA planning to convert NHLPA Hockey, Jungle Strike and Bulls Vs Lakers? Is it true that they will be making some data disks for Desert Strike?
(6) Is it true that there will be some data disks for Silly Putty?

Karl Coverdale.

(1) Second Samurai should be appearing in mid-November while Outlander has been scrapped on Amiga (but I wouldn't worry - the console versions were pretty duff).
(2) They currently working on an A1200 version of The Chaos Engine, which will probably get ported onto CD32 as well.
(3) Sensible World Of Soccer isn't due until the middle of next year, no doubt in attempt to catch some of the buzz from the 1994 World Cup. As soon as there's something to see on it you can bet we'll be there first, so keep reading.
(4) Hopefully, yes.
(5) No, no, no and... no.
(6) Er, no. (Sorry to be so negative.)

Dear The One,
I am planning to buy and A1200 but, before I do, I have a couple of questions:
(1) I saw that most of the games on the coverdisks are '1Mb only' so will they work on the A1200? It would be a shame if they didn't work because they give a good idea of what a game is like without paying £25 for them.
(2) What would be a fair price when selling an A600 which is 9 months old with 9 games and Deluxe Paint III?

Brian Lowe,
Midsomer Norton, Bath.

(1) Indeed yes! I guess that is a little misleading, now I come to think about it. Unless the demo actually has 'Not compatible with the A1200' or something similar printed next to it you can be sure it'll work fine.
(2) It's hard to say. Buy a copy of Exchange & Mart or look at your local paper's classified ads to gauge what other people are selling there old Amigas for. Off the top of my head, I'd guess something in the region £100-150 would be about right.

MACHO MOAN

Dear The One,
There are many excellent games around nowadays. Some have good original plots which make them fun to play, earn them high marks from magazines and so they sell better. But the plots of many game are unoriginal and also sexist.

I am fifteen years old with two sisters and, although they enjoy playing games, they seem to dislike the completely male-based ones. Maybe if the macho image of these games were changed, more girls would start to play computer games. Also sexist is the way the female in the computer world is always portrayed as weak, submissive and always needing to be saved, which is in the most part untrue and unjust.

Roland Pingree,
Chichester.

You're right, Roland - a lot of computer games ARE sexist, mainly because most of them are written by blokes for blokes, so a 'macho' element tends to creep in almost subconsciously.

Hopefully, as the computer games market gorws and matures and becomes an increasingly important and familiar part of people's lives, women will be featured more intelligently. For an example, look at the heroine in Entity by Loriciels - phwoar, eh lads?!?!?!?!? [Oh, very 'New Man', Dave - The One's female readership.]

HELP!

Dear The One,
After reading the review of Syndicate in your July issue, I noticed that you mentioned a soon-to-be-released version for the A1200. I decided to purchase the game from a mail-order company and they put me down for a back order. After several weeks it failed to arrive so I rang them and was told it had not been released. I rang Bullfrog and was told there is no A1200 version. Can you please tell me what happened to this version?

Darren Broughton,
Somerset.

According to Peter Molyneux at Bullfrog the A1200 version of Syndicate has now been scrapped - apaprently they just couldn't get it running fast enough in 256 colours. However, they hope to do an enhanced version for the CD32 which, because of its special 'planar' chip, should be able to cope. More news soon, with any luck.

LIVE IN PEACE WITH YOUR AMIGA...

Dear The One,
I've read with some interest the comments by Amiga users who have gone to the trouble of writing to your magazine complaining about Commodore's policy of releasing new machines and thereby leaving them behind in the 'gee-wiz' stakes. I feel I can speak with some authority on the subject as I was one of those who bought an A500+ two Christmasses ago.

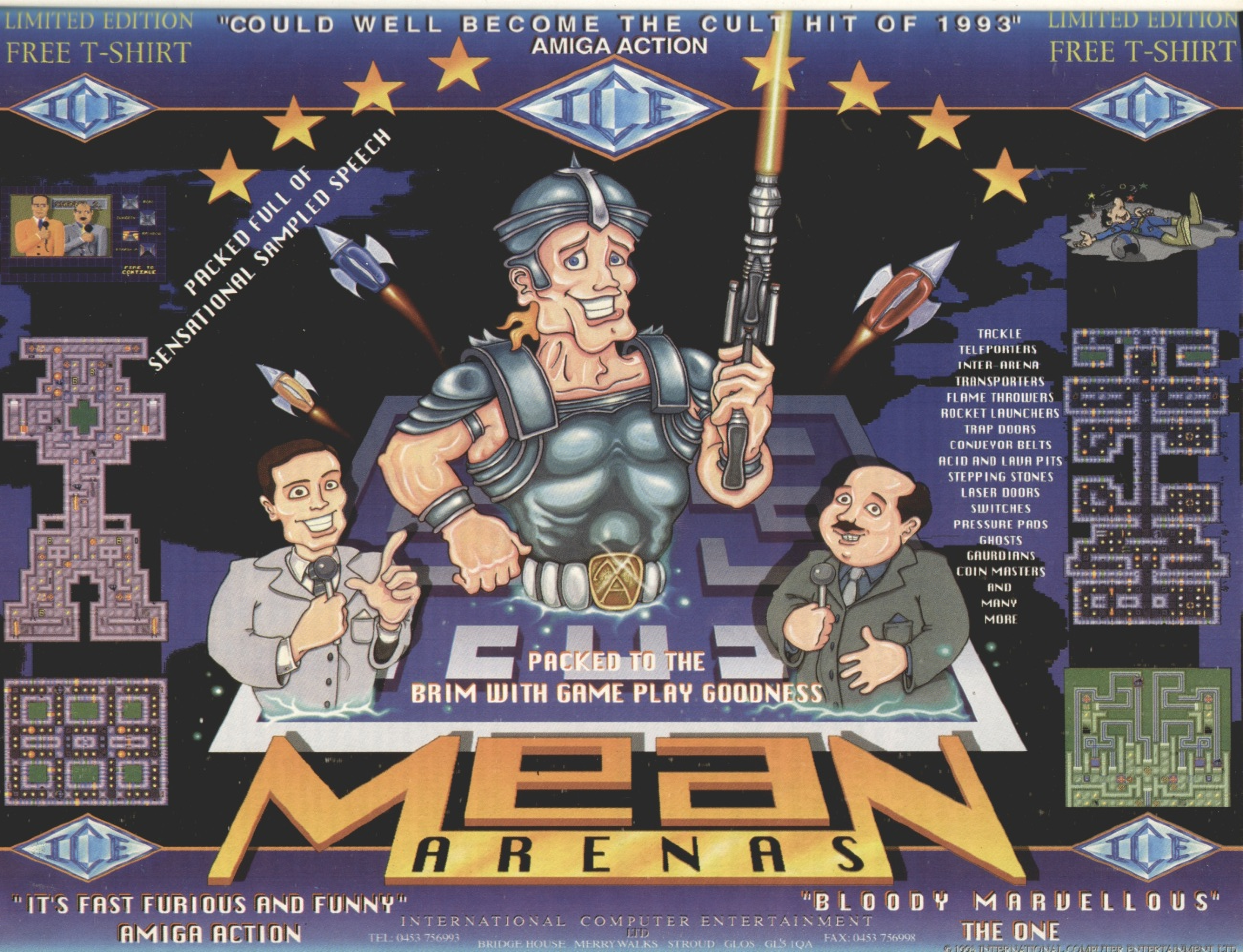
Since then, I have seen my machine go out of production and be replaced by the A600 at about half the price I paid originally, the A1200 appear at £100 less and, just recently, the CD32. According to some people I should feel annoyed about all this but do I? No.

Since I got my machine, I have spent a not inconsiderable amount of money on it (okay, a whopping great amount actually) upgrading it with a hard drive, an extra disk drive, extra RAM, a printer, etc. Despite this significant outlay, I do not feel cheated in any way. I enjoy using my Amiga and I feel that it is the use to which you put your computer, rather than the number of colours or the speed, which is the key factor. This is not to say that i would not love to have an A1200 equipped to the same standard as my trusty A500+, it's just that I don't especially need one.

All I'm saying is, the Commodore Amiga's still the same brilliant computer you first bought, just use a little imagination.

David McGuire,
Abronhill, Cumbernauld.

Aaaah. How lovely... How nice to get a pleasant 'I'm happy' sort of letter rather than the rants and moans we usually rceive. Makes me feel all warm and tingly.

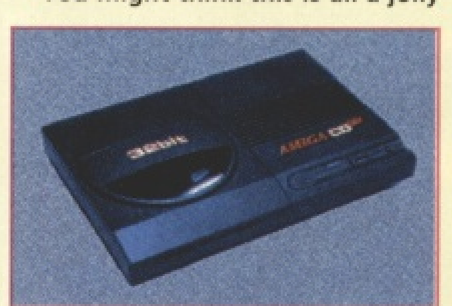

LIMITED EDITION
FREE T-SHIRT
"COULD WELL BECOME THE CULT HIT OF 1993"
AMIGA ACTION
LIMITED EDITION
FREE T-SHIRT
ICE
PACKED FULL OF
SENSATIONAL SAMPLED SPEECH
TACKLE
TELEPORTERS
INTER-ARENA
TRANSPORTERS
FLAME THROWERS
ROCKET LAUNCHERS
TRAP DOORS
CONVEYOR BELTS
ACID AND LAVA PITS
STEPPING STONES
LASER DOORS
SWITCHES
PRESSURE PADS
GHOSTS
GAURDIANS
COIN MASTERS
AND
MANY
MORE
PACKED TO THE
BRIM WITH GAME PLAY GOODNESS
MEAN
ARENAS
"IT'S FAST FURIOUS AND FUNNY"
AMIGA ACTION
"BLOODY MARVELLOUS"
THE ONE
INTERNATIONAL COMPUTER ENTERTAINMENT LTD
TEL: 0453 756993
BRIDGE HOUSE MERRYWALKS STROUD GLOS GL5 1QA
FAX: 0453 756998

A games machine that can outperform the hardware responsible for the special effects in Jurassic Park for under $250... A game in which the characters show full human expressions when they talk to you... CD games for under £5... These were just a few of the topics under discussion at the Develop! 93 conference as programmers and game producers discussed the future of gaming. Game guru Steve Cooke reports...

COMING

You may not have noticed, but there's a bit of a crisis brewing in the games industry at the moment. Ten years ago, 95% of all games were produced by nerds in attics strewn with dirty Y-fronts and empty Clearasil bottles. Today, a single game can cost more than $1 million dollars to develop (one game currently in production has a $10 million budget). And games sell more too: Mortal Kombat, for example, is believed to be on target to sell more than four million cartridges and will be made into a film.

You might think this is all a jolly good thing for you, me and the games programmers, but in fact it's causing a spot of bother. First, more money means that bigger companies are now trying to get in on the act. Sony's purchase of Psygnosis is one obvious example, but most software companies wouldn't mind that sort of attention (because they'll get lots of money and almost certainly retain some degree of control).



What's worrying is the list of companies going in to games that wouldn't know the difference between Chase HQ 2 and Beauty and the Beast. These companies include Time-Warner (the world's largest publisher of printed material), 20th Century Fox (movies and merchandise), GTE (telephones), Videotron (cable TV), IBM (in collaboration with Atari) and many others.



So it's not surprising that when a host of games developers and producers from around the world got together at Develop! 93, held alongside this Autumn's ECTS at Islington's Business Design Centre, they were all casting the runes to find out what will happen next. We've gathered together some different glimpses of the future on this spread, as they were outlined by some of the biggest brains in games-biz...

MANGA MANIA!

Every year an area of forest the size of Ireland is reduced to pulp to make Japanese Manga comics. The Japanese are comic-crazy. Everyone reads them - on the train going to work, in bed, during breaks at work. The Manga style of comic-book storytelling is becoming popular over here as well - if you haven't seen the Akira videos, for example, then go out and rent them tonight. The stories are a bit disjointed, but the artwork is incredible.

Satomi Mikuriya is one of the leading Japanese Manga artists and is also a long-term multimedia developer, designing and programming games for CD machines as long ago as 1986. He's now causing a bit of a stir by claiming that CD games needn't cost a fortune - in fact, he thinks they could be on sale for as little as £5.

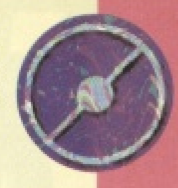
"As a Japanese comic artist," says Mik, "I'm not very happy about my art. I'm ashamed of the environmental damage done by the comics business, so I'm naturally interested in the possibilities of working with CD." As a result, he has developed an authoring system for putting comics and related visual material on to CD very cheaply, together with soundtracks. He reckons to be able to put together a complete demo disk in just a few hours. The entire production cost for an animated comic-CD could be less than £3000.

In fact, Mik isn't the only person interested in cheaper games. With Mortal Kombat on cartridge for the SNES selling at around $120 in many American shops, and CD production budgets for the next generation of games machines set to rise astronomically, many people are wondering if it might not be better to turn games out more cheaply, thereby selling more copies.

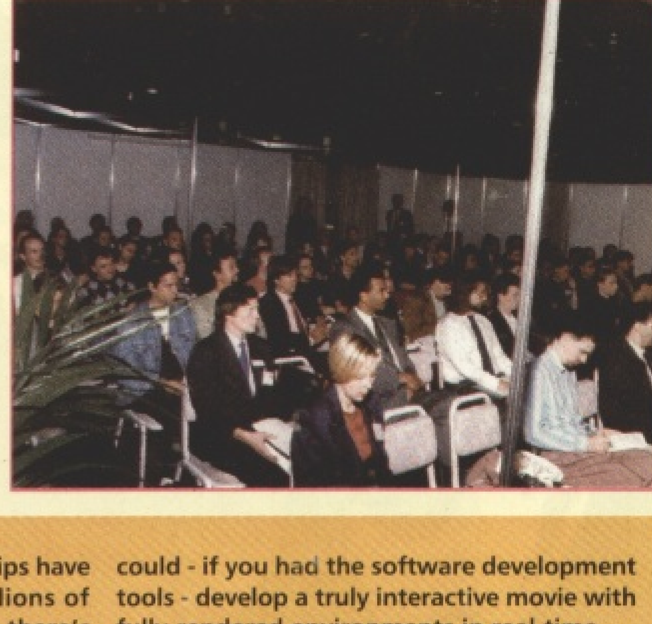
This is exactly where the big Hollywood studios are looking at the moment. Spend millions of dollars on Last Action Hero and you begin to wonder why you bothered when it flops. Spend a few hundred thousand dollars and who cares? The bug in the lettuce for Hollywood is the fee demanded by the big stars, but in games, all the stars are digital. Games don't have to cost a fortune.

"In Japan," says Mik, "comics cost a couple of pounds. There's no reason why in the future CD-based publications, with some animation and music, shouldn't be produced to sell at the same price. Of course, they won't be as sophisticated as games costing much more, but everyone knows you get what you pay for." Maybe we'll be able to afford some CD32 games after all...





SOON?



Psygnosis' Ian Hetherington has been a programmer, a producer and a publisher. He was the first developer to move to 16-bit (in 1984, believe it or not) and he was the first UK developer to make the move to CD. What does he see in the future?

Something pretty mindboggling, that's what. Most computer chips have their power measured in MIPS (millions of instructions per second). Ian thinks there's something awesome on the horizon.

"I was chatting the other day," he said, "to a hardware designer who was talking about chips with a performance measured in GIPS (thousands of millions of instructions per second). And that's not science fiction, it's science fact and you'll be able to buy games machines with these chips before the end of the decade for under $300."

So what? "Well," points out Ian, "when you get into the realm of GIPS, you're in a compeltely different world. A processor that powerful means you can update every single pixel on a high-resolution screen, individually rendered in millions of colours, sixty times a second... and more..." In other words, you could - if you had the software development tools - develop a truly interactive movie with fully-rendered environments in real-time.

IF you had the software tools... and Ian's fear is that the industry is getting left behind by the hardware. Once we have consoles capable of delivering fully-rendered, full-screen, full-motion games, the traditional game development skills may no longer be appropriate. Instead, emotional realism, storytelling and editing may become the dominant skills. And guess who has a monopoly of those? Hollywood, that's who.

Which may be tough for the softcos, but personally the idea of a Mortal Kombat fully-rendered with an image quality as good as Jurassic Park rather appeals to me. Imagine playing a game like that with the Blood-'n'-Guts option enabled!

CRAWFORD GETS EMOTIONAL

Across the pond in the States, every programmer worth his Local Sodium-Reduced Salt Alternative reads The Journal of Gomputer Game Design (JCGD). It's where developers and producers air their views about everything from CD-ROM to interactive characters (you can subscribe yourself if you want - see the contact details at the end of this panel).

The other thing programmers do is attend the Computer Game Developers Conference, which had nearly 1000 delegates last April and is by far the largest games get-together in the world. This event, and the JCGD, both owe their existence to one (very small) man: Chris Crawford. He's a fiery gnome who not only develops his own games (not always very successfully in commercial terms) but also finds time to travel the world selling the games business to outsiders and pointing out the promises and pitfalls of the future to people like you and me.

Chris turned up at Develop! with two very clear messages about the future of the games we play. First, unless we spend more time developing more subtle scenarios than Kill, Slash and Score, we'll all have lost interest in games by the time we're 25 or older (except as a very occasional time-wasting activity). Today's games, argues Chris, are like sweets and comics - and what we need are games that have a little move in common with a ripe Beaujolais and Lord of the Flies.

So what's the answer? Games have got to start showing some emotion, just like movies and books do. Unfortunately, as Chris pointed out, when did you last see a sprite express emotion? It's not just that the figures in our games are so tiny, it's also that the software technology for moving chins, lips, cheek muscles, eyes, forehead and ear-lobes is hopelessly primitive (in most games it's non-existent).

Expressive faces may seem like a small thing, but veteran gameplayers will realise that this is not the case. One of the main leaps forward in game technology in the 80s was the animation of figures, which we now take for granted. Take a look at Dark Seed from Cyberdreams, for example, in which the main player figure walks about the place with a reasonably human gait. It's hard to believe that only a few years ago most games didn't even bother to make figures walk properly, instead they sort of floated about the place making jerky, kicking movements.

In 1984 along came Impossible Mission on the Commodore 64. This was a rather average game, but it electrified everyone who saw it for the simple reason that the figure actually walked and ran. Proper facial expression is a similar advance - when we actually get around to programming it. Chris is working on a game of his own and has spent over two years working on a facial animation system. It should be out next year.

If you'd like to subscribe to the Journal of Computer Game Design, write for further details to Chris Crawford, 5251 Sierra Road, San Jose, CA 95132, USA.

SHOULD YOU BUY A CD32?

Or should you wait for 3DO, the Jaguar, the Nintendo/Silicon Graphics monster machine, or what? After tying themselves in knots trying to guess which machine is going to be the next world-beater, most software houses now believe that there will never be a world hardware standard for games, and that most CD games will appear in versions for each of the different CD machines.

"Hardware manufacturers like Nintendo and Sega make their money out of software, and the only way to do that is to make their machine different from everyone else's and then control the software supply for it," points out Ian Hetherington, "so there will never be a world hardware standard."

Almost every CD developer at the show stressed that they were developing for CD platforms in general, using code that could easily be converted for different machines. So whether you end up with a 3DO machine or a CD32 may not make much difference after all...



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It's been a long time since we've spoken to some of the major players in the software business so let's rectify that immediately by chatting to DMA Design, coders of the most successful game in computer history. Simon Byron asks the kind of questions other mags are too scared - or too sensible - to.

BETTER BY DESIGN



Dundee-based DMA Design Ltd has been around since the late-80s and was founded by David Jones. Since the company's birth in 1988 the team's size has expanded beyond all recognition (they're currently residing in their third set of offices) and they now boast 32 full-time staff and over 2500 square feet of property. That's a pretty impressive expansion rate given this recession hit times.

Although the ancient shoot-'em-up Menace, DMA's first attempt at an Amiga game, was received well enough, it wasn't until two games later, when a little thing going by the name of 'Lemmings' hit the unsuspecting public, that the team finally received the recognition they so richly deserved. Since then almost everything they have released on Amiga has been greeted with a hearty thumbs-up from just about everybody with an ounce of sense. (Can you believe there are actually some people out there who *don't* like Lemmings? No, we can't either.)

Recently they've been thinking about their position in the software industry and whether or not they'll continue to create games for the Amiga. A good time, we thought, to have a few quiet words with them about DMA's future plans...

And on-hand to answer my incredibly penetrating questions are DMA's Scott Johnston, the man responsible for Hired Guns' original concept and design, and Steve Hammond, who wrote Hired Guns' background history and plot-line. Your starter for ten (and no conferring) is...

An obvious one, actually. Just what do the intials DMA stand for exactly?

Scott: Dribbling Mongoose Anonymous... Dried Mauve Anchovies... Direct Memory Access... Dog Mauls Anorak... or maybe it simply Doesn't Mean Anything.

Lemmings has been converted to virtually all known formats, but your other games have been strictly Amiga and PC. Why have you not published any more of your games on console? Do you feel restricted by them in any way?

Scott: Well, let's take Hired Guns for example. Five disks means roughly 5Mb of data, which translates to forty Megs (Mega-bits) in console speak. A cartridge large enough to contain all the data for Hired Guns would cost rather a lot! Also, the 150K for a saved game is rather difficult to fit into the small amounts of battery backed-up RAM on consoles. This will also be a problem on the Amiga CD32, but then it's expandable enough to allow a floppy drive to be plugged in. So for this sort of game, yes, we feel restricted. Then again, something like the SNES was never designed for large multi-player RPGs.

Your recent games (Lemmings, Lemmings 2, Walker and Hired Guns) have all been consistently brilliant. Would you say that DMA's approach to creating games has changed since the early days?

Scott: Hired Guns will be the last of our original games to be done with little preparation, one programmer and an open-ended completion date. With so much money involved now you just can't do it like that any more. We have a lot of great stuff in development at the moment, but whether we can repeat our earlier successes I just don't know. I would like to think we can do better.

This may be old news, but how did you come up with the original (and by God it was) concept for Lemmings?

Steve: That's going back a bit, but I think it went something like this: (1) Mike (teaboy/programmer) does a sadistic animation of little guys getting wasted; (2) Gary (Lemmings guru/animator) experiments with the animation; (3) Dave (da Boss) says "Hey, guys - I'm bored! Let's go places and develop a game from this idea.

Why do you think Lemmings was so popular? Did you expect its huge level of success when you were working on it?

Steve: Lemmings didn't look, play or feel like anything else

on the market. At last there was something that couldn't be neatly pigeon-holed as a shoot-'em-up, an adventure or a platformer. Eventually it was called a puzzle game, but in reality it created an entirely new category of game - one that still doesn't have a name. Believe me, this very question has been the subject of vast discussions!

Do you feel flattered or annoyed by the number of 'imitations' Lemmings has spawned?

Steve: On the plus side, whenever imitators appear the magazines invariably call them Lemmings-like or Lemmings-look-a-likes, which only heightens the awareness of Lemmings itself. It can even help when other developers aren't too original - while they're spending time covering our old territory, we're breaking completely new ground.

What about Lemmings 3? Are you planning a second sequel and, if so, what new features are you hoping to implement?

Steve: The classic United States Government answer to sensitive questions is 'If there were such a project, we wouldn't discuss it' so that everybody is kept guessing. As far as Lemmings 3 is concerned, if we were planning such a game, we wouldn't discuss it either.

Hired Guns was one of the slickest Amiga games we've seen in a long time in terms of presentation. Do you feel that many developers are guilty of neglecting these parts of a game? Will you be maintaining this level of slickness in the future?

Scott: Presentation is important as far as we're concerned, even though it's just icing on the cake at the end of the day. It's gameplay that counts though, that's always been our policy. With Hired Guns I probably spent far too much time fiddling around with the visuals and music. Having said that, though, the new stuff we're doing will be just as good! I've learnt a lot over the past three years to make the process more efficient. You've seen nothing yet.

You've never produced a licensed game before. Is this one area you're deliberately steering clear of? If so, why?

Scott: It's just that the right licence hasn't come along. A lot of licensed games (particularly for movies) have a really tight schedule because of the limited shelf-life. We wouldn't be able to spend enough time polishing up the game. If we do end up doing a licensed game it will probably be developed from an original project we may already have in progress. In fact we might even have a product almost finished and then go looking for a suitable licence. In my opinion this would lead to a REAL game that would do proper justice to the licence.

What do you think of the CD32? Will you be supporting it?

Scott: Well, the case looks crap but the hardware is excellent and the price is quite good. The fact that it is basically a full Amiga inside means that it's streets ahead of any other console. The FMV [full-motion video] stuff looks a lot better than I was expecting, although I think it will take a while to catch on. If the machine gets an awesome bundle, a killer game, a major advertising campaign and video-CD discs in the shops then, yes, it will certainly be successful. It's easy to say this though. Everyone in the software industry seems to be saying "Let's wait and see if it sells." But if we're all waiting, who's writing the killer game?

There were rumours that DMA was going to leave the Amiga scene. Was this at any point true and what is your position now?

Scott: Piracy is a big problem. Good games today cost a hell of a lot more money to develop. It's getting to the stage where larger developers just can't recoup enough money from an Amiga game to warrant its development. DMA has reached this stage. It's not all doom and gloom, though! There are a lot of smaller development teams out there, beavering away on some really neat products. If the marketplace picks up then they could be in a very cosy position indeed.

THE FUTURE

A press release faxed to The One lists three games that DMA are currently working on. ABS (a CD-based evolution of Walker) and Void (which is so vast it makes the known universe look like a pinhead, apparently) are unlikely to head Amiga-wards, but there's also a game called Lemmings 3, due to be released at Christmas 1994, which must surely end up on our fave computer. DMA may well say that they're reviewing their relationship with the Amiga but we reckon they'll stick with us for the next year at least, albeit with a cut-down release schedule.

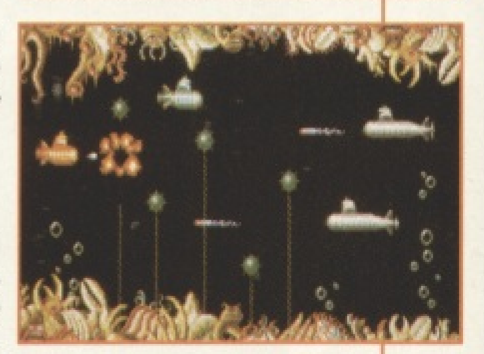
THE PAST

Five years, six games - not exactly the most impressive set of publishing statistics you're likely to hear. But instead of just pumping out a high quantity of low-quality games, DMA have concentrated on a low quantity of high-quality games, as outlined by Scott.



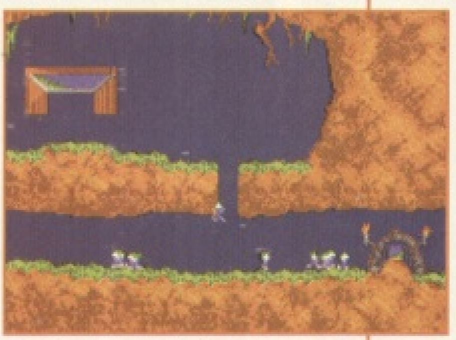
MENACE

"The company's first original game - launched in 1988 on the Amiga and the converted to the ST and PC."



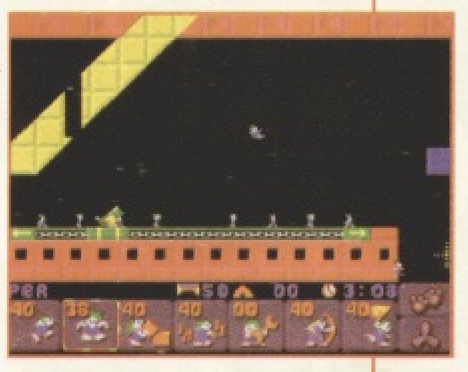
BLOOD MONEY

"While Menace was fairly well received we had to wait until the launch of Blood Money one year later to gain true critical acclaim. Although by today's standard its playability is not perfect, at the time it was ground-breaking and is to this day regarded by many as a classic Amiga shoot-'em-up. Three years later it was still being converted to new formats and enjoyed by new generations of games players."



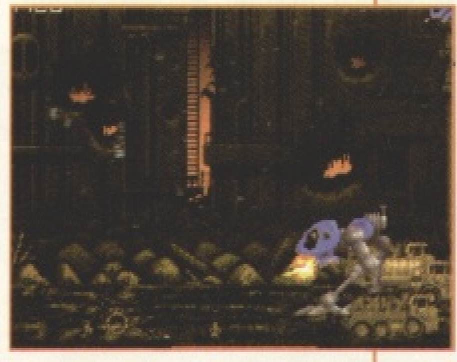
LEMMINGS

"Needs no introductions. A truly revolutionary game concept which won over fourteen awards. Still a classic to this day."



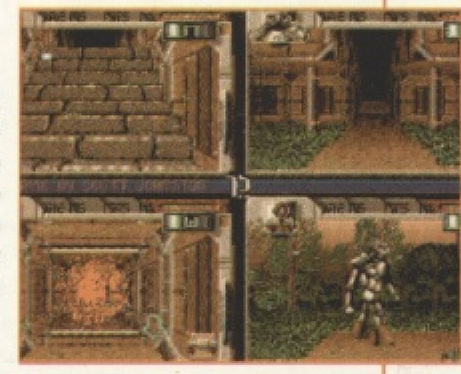
LEMMINGS 2

"The long-awaited sequel to Lemmings, which received outstanding reviews and sold tons of copies."



WALKER

"The latest DMA shoot-'em-up. It was Amiga originated and launched in June 1993. Well received and reviewed in a number magazines with scores in the late 80's and even some in the early 90's! We're working on a Mega Drive and SNES version at the moment."



HIRED GUNS

"Sets the standard for the next generation of graphic/space adventure games. Built for pure enjoyment, it features a unique simultaneous four-player game option, which enables player interaction previously unseen in RPGs."

CAUTION!

WORK IN PROGRESS

Captain Jameson stared from the cockpit window in disbelief as engine number three spluttered and stopped in a cloud of black smoke. "My God. We've lost another one." What hope was there for them now? Susie the stewardess worked her way calmly through the passengers, trying not to let her terror show. "Excuse me" she asked passenger 104, "Are you a mechanic?" The old woman regarded her blankly, "No, but I think this large man asleep might be able to help." Susie woke Mr Upchurch. The urgent look in her eyes said all that he needed to know. He strode into the cockpit reaching for his bag. "Don't worry, I've got this month's Work In Progress," he said. "Thank God for that." groaned the Captain. He slumped onto the controls, crying with relief.



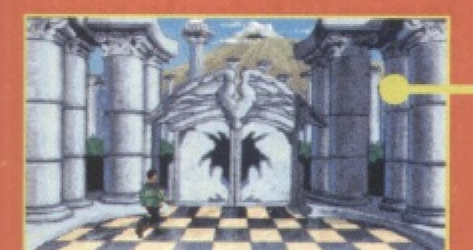


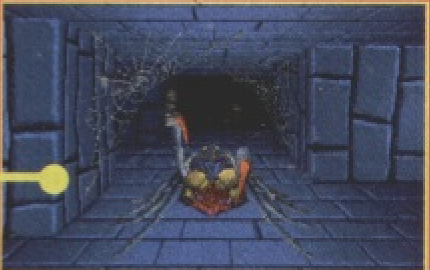


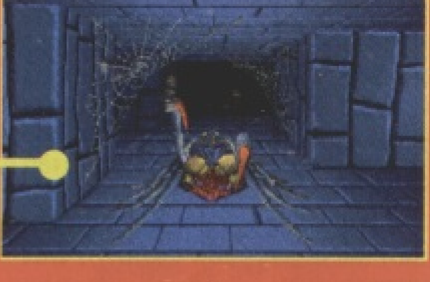








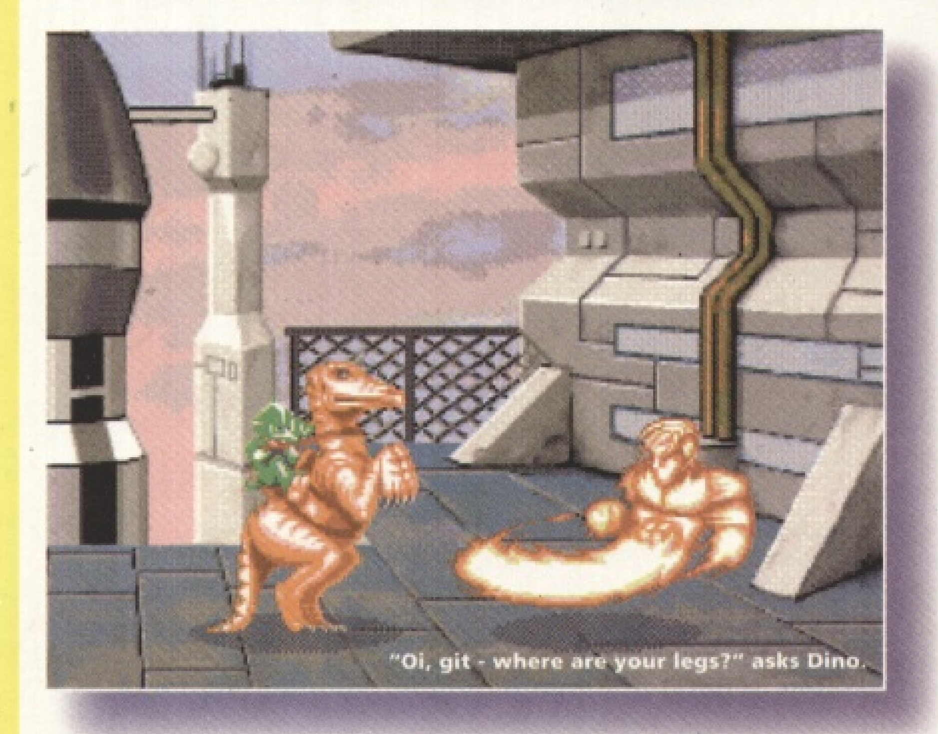








THE BEST


"Oi, git - where are your legs?" asks Dino.

PROJECT: Body Blows Galactic

PUBLISHER: Tem 17

DEVELOPER: In-house Martyn brown (project manager) Danny Burke (lead artist design); Junior McMillan (programmer0; Rico Holmes & Ole Petter Rosenlund (support artists AGA version); Allister Brimble (sound); Stephen & Gary Nicholas (sound samples).

INITIATED: April 1993

RELEASE: October 1993

Those Team 17 chaps just can't let it lie, can they? After trashing all the other beat-'em-ups with their excellent Body Blows, they've decided to go one better and beat up their own game! Simon Byron is more than a little surprised...

The boys and girls at Team 17 have got a bit of a problem at the moment. Much like a plastic surgeon being forced to enhance Yasmin Le Bon's already perfect facial features or the makers of Soreen malt loaf coming up with a worse slogan other than the rather crap "Shhhh... Doreen's having her Soreen", they've found themselves in an almost impossible position, namely having to come up with a sequel to what the punters generally regard as the best beat-'em-up the Amiga has ever seen: Body Blows.

Like all Team 17 games, Body Blows shot straight to the top of the charts when it was released at the beginning of the year and proceeded to sit there for an overly-long period of time, punching any other software challengers in the face as they appeared to threaten its position.

Martyn Brown, Team 17's main man (as if you didn't know), was exceptionally pleased with the enthusiastic tongue movements with which Amiga owners lapped up the company's first combat game. "The feedback has been excellent - most people seem to regard Body Blows as the Amiga's current No. 1 beat-'em-up along with IK+, and that's nice. We put an awful lot of effort into the playability - as we always do - and I think that paid off.

"We were happy with the final version, although we did receive some suggestions which is why we released a souped-up edition which put a few of the minor criticisms to rest. It was good because we managed to get fast moving characters into a very varied, large, fast-moving game. I would certainly like to think that it lived up to any hype that was around at the time. Obviously it rode on the back of a pretty poor Amiga version of Street Fighter 2, but we did a better job and everyone else seemed to agree."

Well, that's as may be, but how on earth do you come up with a game which is different to and significantly better than a game everyone agrees is the bee's business? "It's hard, bloody hard - just ask Danny!" confesses Martyn. "Devising new characters was very difficult and all credit to Danny for coming up with the goods. We've tried to make the new characters very different - some have magical powers and there are more spectacular moves than in the first game."

Most sequels boast bigger, better and faster features than their predecessors but Team 17 haven't gone all out to blow Body Blows out of the water technically. "To be honest, we haven't really set out to 'beat' Body Blows, it's more of an addition to the phenomenon. Beat-'em-ups are always popular and we thought that judging by the response we received it would be fun to do another one."

Here's good news for all you plot fans out there. Body Blows Galactic, as it's called, has a proper story and everything! Martyn explains: "Dan and Junior from the original Body Blows compete in the Galactic fight-out as the Earth's representatives against an assortment of all manner of weird and wonderful characters. All of these contestants have some spectacular new moves, and the game features new things like revivals and so on. The game is just as fast as the enhanced edition of Body Blows and has better graphics throughout.

"We've concentrated on being more original and improving the playability rather than making the game technically superior to the first one. I think Body Blows is technically okay but excellently playable. I suppose it's finding that balance that makes our games what they are - Qwak is a supreme example."

If you look at the time gap given in the oh-so-informative information panel at the top of the page you'll realise that Team 17 are racing ahead with Body Blows Galactic and hope to have the project

BODY BLOWS' BODIES

Another month, another beat-'em-up, another set of unlikely heroes to meet 'n' greet. C'mon, Martyn, introduce the readers to a few of the all-singing, all-dancing, all-punching-each-other-in-the-headsing gang featured in Body Blows Galactic. Note: Some of these names are working titles, okay?



LAZER

"Super-fast guy with the ability to crate his own devastating laser rays in both attack and defence."



CHINA

"Magical feminine character who's very fast and tremendously agile - you've got to keep your wits about you. "

JUST GOT BETTER

bagged, tagged and out of the door within six months of starting work on it. You may be slightly sceptical as to whether the Wakefield wonders can produce a decent game within that period of time but fret ye not - much of the original code has formed a starting block for the sequel, as Martyn outlines.

"We've used a lot of the old utilities that were written during the development of Body Blows such as the animation editor which allows us to store lots of moves and move-configurations in a short amount of memory. We've also optimised and developed other routines further so that we can do things a lot better, and we've tidied up certain parts of the game and made the loading quicker."

But Martyn assures sceptical types that Body Blows Galactic won't look like a data disk for the original game. "We've changed a lot of the presentation aspects, improved the disk-accessing - thereby improving playability, which is something we're always looking to do - added lots of new options and we've also included a new Revival thing whereby if you beat up an opponent particularly well then they'll go down and take time to revive which affects their morale. You can play any character of your choice, and each has their own game ending."

That's good news because there's nothing worse than being conned into buying just more of the same. The team are confident that Body Blows Galactic will be significantly different from the the first game to ensure that experienced Body Blows players will be satisfied by the sequel. "We wouldn't be doing it otherwise," explains Martyn. "We've introduced eight new characters, tweaked and honed the gameplay somewhat, added new scenarios, sound, music and options, all of which makes the game completely different. We decided to keep two characters from the original so that it's easy for new players to get into the game with no fuss."

> **"...It's finding that balance that makes our games what they are - Qwak is a supreme example."**
>
> Martyn Brown, BBG's project Manager.

But wait. No-one's mentioned the new kid on the block, Elfmania. If you were with us last month you'll be aware that this stunning-looking and technically mind-boggling beat-'em-up will be released around the same time. Are Team 17 worried by Terramarque?

"I saw Elfmania at the ECTS and I thought it was tremendous - an unbelievable technical achievement - although a couple of our guys seemed a bit wary of the playability, as it appeared a little sluggish when compared to the speed of the action in Body Blows. We're not really worried about it as we've got the playability right and that's what counts."

There's no doubt that if Body Blows Galactic and Elfmania were being developed by certain other software houses they certainly wouldn't turn out as ace are they look set to. Now while we understand that there have to be some dodgy programmers to make the decent ones look good, it seems as if some softcos have become lazy and don't even attempt to try new things with the Amiga. Do Team 17 always try to push the Amiga as far as it will go? "We always try to do the most we can technically, but there always comes a point where you start to sacrifice playability in one way or another.


Discette attempts to surf in Puppette's saliva. "Sod off," replies the orange creature.

"A good example here was Overdrive where we wanted it to be extremely fast and silky smooth, which we achieved, but we couldn't get more than three sixteen-colour BOBs on-screen due to it taking up a lot of processor time. If we had wanted to we could have dropped

DINO

"The Elf sits on top of the Dino and pulls all the punches by yanking the reins - and Dino doesn't like it!"



DRAGON

"A big green lizard/dragon creature who is large, powerful and lunging, Dragon will give most a tough match."



PUPPETTE

"This weird creature consisting of an assortment of odd shapes has plenty of surprises up his sleeves."



PHANTOM

"This strange character has many strange magical abilities and hails from the same weird place as Puppette."


All the backgrounds have been drawn in 256 colours - and don't they look nice?

the frame rate to get more cars (i.e. it's half as smooth). dropped the colour/detail on the cars (i.e. the cars look crap) or made the screen smaller (i.e. it all looks crap). In the end we did nothing because we wanted it as technically nice and fast as possible. People may argue that it would have been better with more car action on there, but it wouldn't have been Overdrive.

"I think we're starting to mature somewhat as developers and we think of playability first and foremost, whilst always being capable of doing technically competent games - I mean, if people want purely technical and clever games or flashy intros then they can buy other people's stuff. With us, people can always be assured of it playing well and being technically good, because our stuff is initially developed on the Amiga.

"Pushing the machine to its limits is fine if you've got lots of development time. I think you'll find technically stunning games like Lionheart, Uridium 2 and Elfmania have been in development for quite a while and there are reasons for it.

"I think some software companies (or developers) have become lazy because the Amiga isn't the lead platform any more and it's becoming less important to other software companies - not that ourselves and perhaps Renegade are bothered about that! It just means there may be fewer quality Amiga games than there were before."

Way back in the early days when Team 17 were just dipping their toes in the full-price waters, Gary Whitta had a chat with Martyn about where he saw Team 17 heading, and if you don't mind I'll quote a bit from that interview now. Basically, when asked the question "Are you happy to continue producing simple, arcade-style games, or are there any plans to diversify?", Martyn responded with "At the moment, I think we're looking at about another five max Amiga titles, because after that there's not going to be much left for us to do... I'm not talking about abandoning the ship on the Amiga or anything but, to be honest I think after five or six more titles we're going to be very limited in what more we can do."

This prompted a storm of worries from concerned readers but, as you can see, things are escalating at Team 17 HQ and show now sign of letting up. So has Martyn's philosophy changed? After all, Team 17 seem to be trying to conquering each genre twice, what with two sequels due to be released by Christmas.

"We've never said we'd just appear, do each genre and then nick off - we thought we'd try and do as well as we could on each Amiga genre, and I'd like to think that it's worked. The sequel thing has been down to pure demand more than anything else - it certainly wasn't planned. We've been asked stacks of times to do a follow up to Project-X but we can't get enthusiastic about it. I think we're a little different to the 'norm' and we feed off this with our down-to-earth straight talking and giving the punters good, value-for-money, playable games. I think we're going to be around for some time to come. Okay?"

That's more than okay with us.


Look at this location - isn't it attractive? I think I'll go there for my holidays


Dan throws one of his devistating flame things towards the scary monster.



ICE BLOKE

"This character is able to freeze the others and do all manner of cool things. He also looks like Jack Frost!"



DAN

"He's back, he's bad and he's gagging for a punch-up. Most players will recognise Dan from the first game"



ROBOT

"Devastating mech-warrior power and the ultimate in armoured warfare. He'll take some beating, I can tell you."



JUNIOR

"Junior is only one of two characters who have survived the first bout, although both fighters look more polished."



Rally's simulated weather conditions include rain (above) and snow (right).



Blimey, what's that hurtling into the distance? Why, it's none other than Simon Byron in Europress' startling new rally game. Fasten your seat belts, the race is about to begin.

DRIVE HARD

Europress Software are, according to their bold press release currently doing the rounds, the seventh largest software house in the UK. You may find this hard to believe, judging by the amount of games they don't pump out, but their educational Fun School series and AMOS programming language and subsequent spin-offs have established them as one of the country's premier developers when it comes to things other than games.

It hasn't always been like this, though. They were originally known as Mandarin (which is a curious title, considering that there aren't any Chinese officials within the company) and one of their first releases was a driving game that took computer racing just that one step further. You see, rather than racing around a flat track, Lombard RAC Rally, as it was called, was the first game of its type to utilise the stomach-churning roller-coaster effect (which, in layman's terms means 'it had hills in it').

Indeed, if it wasn't for that release then it's conceivable that we'd all still be playing games like the old Atari top-down coin-op racer, the name of which escapes me for the time being. Lombard RAC Rally went on to become one of the most successful driving games of all time, selling well over 100,000 copies from its full-price and budget releases combined. Thank goodness, then, for Europress Software.

Still, it's five years since Lombard RAC Rally changed the face of motoring as we know it and things have been a little quiet up in the company's Macclesfield HQ over last half-decade. Ever since the decidedly average Dojo Dan literally flopped onto the scene back in 1992 there hasn't been a peep out of them game-wise. Well, that's all set to change with the imminent release of the semi-sequel to Lombard RAC Rally, imaginatively entitled merely 'Rally'.

Don't for one minute think that just because the initials RAC haven't been included in the game's name that the motoring organisation hasn't had anything to do with the development of Rally. They've assisted the programmers by providing detailed specifications for the different cars featured in the game and the way they handle in certain situations. "The real reason the RAC aren't attached to the name is because the sponsors are Network

PROJECT: Rally
PUBLISHER: Europress Software
DEVELOPER: Pixel Craft
INITIATED: January 1993
RELEASE: November 1993



Gorgeous, eh? God knows how it'll look on the Amiga, though...











(Above) More rain! Bloody weather.

ER

Q this year," explains Richard Vanner, Rally's project manager.

Richard has spent ages travelling around the country filming the various stages of the final four-day stage of the World Rally Championship, the gruelling race around which Rally is based. This footage has enabled him to create far more realistic road textures such as gravel, tarmac and mud, as well as providing views of numerous roadside objects like trees, logs, road signs and marshals, all of which have been faithfully digitised.

"The graphics have been sourced from many locations and companies - it's taken me all over the country," explains Richard. "For the car graphics I visited Ford Motorsport, Prodrive (a rally team from Subaru) and Mitsubishi Ralliart. The Toyota team, based in Germany, and the Lancia office both helped by sending pictures and specifications so the opponent cars you see in the game are actual photographs of the various rally cars, scanned in at high resolution and cut out as sprites."

Rally has certainly taken a rather unique approach to racing, but the team believe they've settled upon the best balance between simulation and arcade thrills-'n'-spills. "We looked at the games on the market and decided that there were two main categories, typified by MicroProse's Grand Prix and Gremlin's Lotus series. Both types of games were heavily played at Europress during dinner breaks and both had long interest levels.

"So it was considered very important to have a high level of detail as well as great playability. The RAC MSA (Motor Sports Association) also wanted their event to be shown in the most positive light and for the game to be as authentic as we could make it."

The screenshots give the impression that the car is forced over a predefined route, much like the old laserdisc coin-op Firefox, but this isn't the case, according to Richard. "The car can move left to right, skid around corners and even roll over. A real 3D world is calculated in real time, you're just prevented from going back the way you came - which in a real rally would mean immediate disqualification."

Rally is being developed initially on the PC (and it's these screenshots you see around the page) and, while all this graphical trickery may sound impressive and achievable on a high-spec IBM compatible, Amiga owners might be worried that the game will be sluggish to play. Not so, claims Richard, as there are plenty of detail levels to choose from. "The speed depends on your Amiga, but there are plenty of key switches which will speed the game up.

"For example, you can reduce the number of trees and bushes being displayed and the road drawing distance can be reduced. We're still in the process of converting the Amiga version, so it's hard to judge its speed and smoothness at the moment. Our main goal is to produce a very fast and slick game.

"There are two distinctive areas to Rally: the menus and the in-car game. On the A500 the menus will be 32-colour- screens converted down from the 256-colour PC originals. This may sound as if they'll lose a lot of detail but amazingly they look great. The A1200 menus will also be 32 colours, apart from a few which will be in 256. The A500's in-game graphics will be further reduced to 16 colours, while the A1200 will display 32."

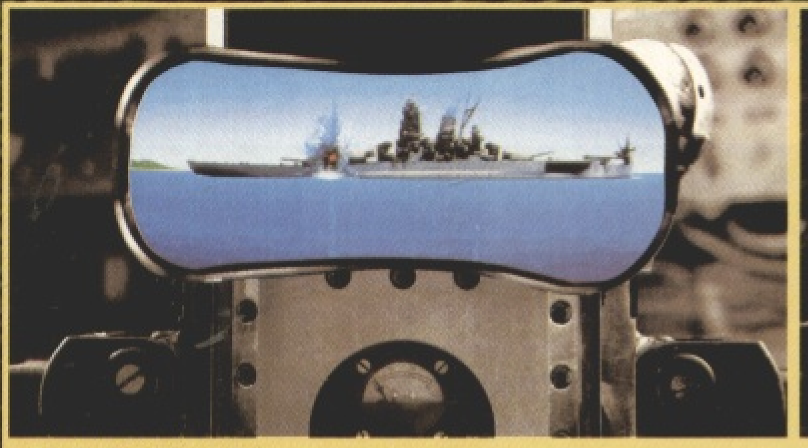
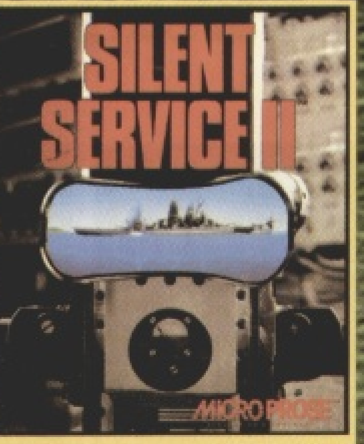
In the game you'll be able to choose from four different cars: a Ford Escort Cosworth (which is a "well-sexy looking beast"), a Toyota Celica 4WD, a Subaru Imprezza ("semi-automatic gears and is likely to be this year's Rally car of the year - you should see it produce revs!") and the Lancia Delta HF Integrale. These vehicles will all 'feel' different as you hurtle around the tracks.

"They have all been modelled and based on the specs provided by the Rally teams," says Richard. "Mark Stamps, the main programmer of Rally, created a gear changing routine which calculates revs and mph for the five cars. He was astonished by the power of the Sabaru and how quickly it reached maximum revs - he even thought he'd done it wrong until we looked at the in-car video."

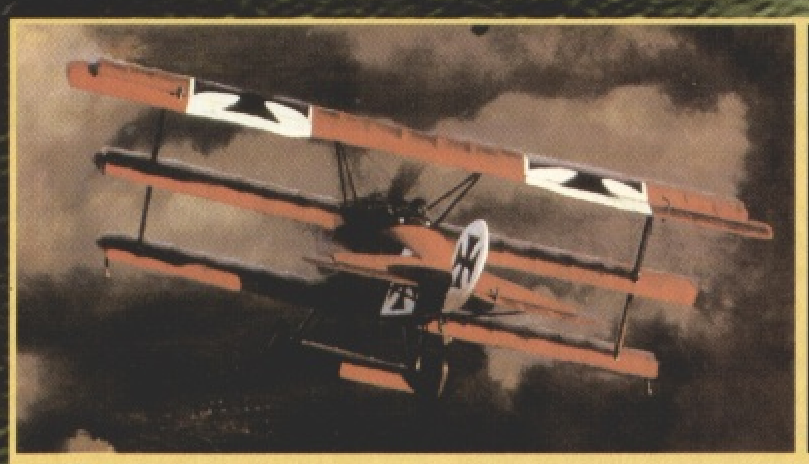
Rally is definitely shaping up to be one of the more interesting racing games of the year. "I personally feel that it's up there with Grand Prix as one of the best action simulators to date," enthuses Richard. "The test with such a game, however, is how often people play it. So far Europress employees and external testers are hooked on it, which is a good sign. It's the closest thing you'll get to driving in a real rally."



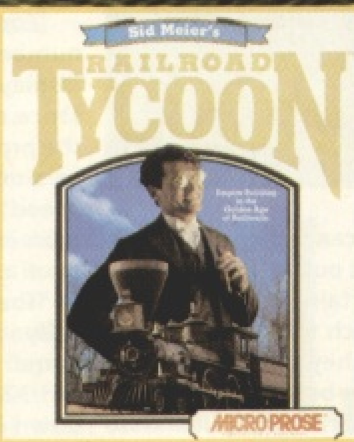
Night-time, and it gets, er, well, it gets dark, basically.

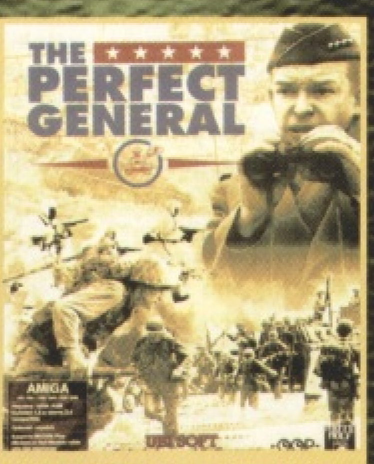
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Does the world need another beat-'em-up? If it looks and plays as well as Mirage's forthcoming Rise Of The Robots then the answer's most definitely yes, reckons David Upchurch.

HEAVY METAL

Beat-'em-ups, beat-'em-ups, beat-'em-ups. It's like you can't move for the damn things these days. Until just over a year ago the only fighting game of any worth on Amiga was Archer Maclean's terrific International Karate +. Then along comes Street Fighter 2 and - bang! - all the softcos go into a fumpin' frenzy. Take this winter, for example, when three beat-'em-ups will be competing for the Christmas Number One belt, namely Mortal Kombat (a little game which you may have heard of), the much-awaited Body Blows Galactic and that impressive young contender Elfmania.

However, the wise amongst you may want to save your granny's gift money for just after the festivities, as that's when yet another beat-'em-up enters the fray. It's called Rise Of The Robots and it's shaping up nicely to be the King Of The Ring. Now I know we say something like this about every game we WIP but this time it really is the truth. Honest.

The game's set in the not-too-distant future, at a time when Electrocorp, the world's biggest manufacturer of industrial and military robots, has a big problem. It appears that an 'ego virus' has infected the droids in the company's HQ, causing them to overthrow their human masters and take control of the building.

Assuming the role of a cyborg sent in to deal with the rogue robots, the player must fight his way through six increasingly-tough opponents and eventually restore normality. All the usual beat-'em-up features are present - including the now obligatory special moves - and it's possible for two players to select any of the robots and clank them together in a one-off duel.

Okay, so on paper Rise Of The Robots (or Rise, as it'll be referred to from now on) doesn't sound much different to any of the other beat-'em-ups currently in development. But you really have to see the game moving to appreciate the leap forward in beat-'em-up technology it represents.

For a start the graphics are stunning. Everything in the game, from the stunning intro and between-fight animations to the in-game sprites and backdrops, has been rendered, giving a remarkable 'solidity' and realism to the game's scenes and characters. More impressive still, however, are the 'artificial intelligence' routines that have been implemented for each robot, so that their reactions actually change during a fight depending on how well (or how badly) they're doing.

But I'm getting a bit ahead of myself here. We'll get onto all that in a moment. First, let's see who's behind all this. Rise is being developed in-house at Mirage's Congleton HQ by Instinct Design, a new development team set up by Sean Griffiths, the former Bitmap Brother who wrote Magic Pockets. Rise is a far cry

PROJECT: Rise of the Robots

PUBLISHER: Mirage

DEVELOPER: Instinct Design: Sean Griffiths (game design); Andy Clark, Gary Leach (programming); Sean Nadin (3D modelling); Kwan Lee (interior design)

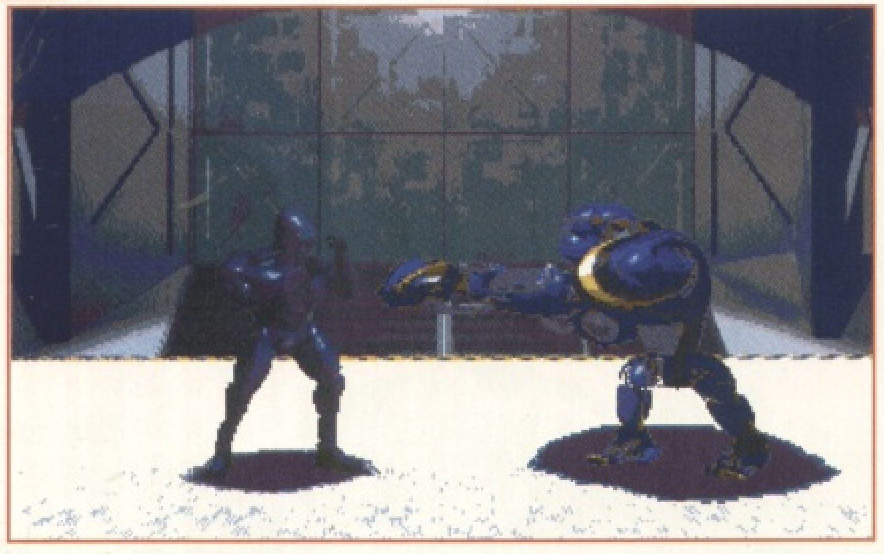
INITIATED: Mid 1992

RELEASE: January 1994



The Instinct Design boys lookin' good outside Jodrell Bank radio telescope. From the left you can see Andy Clark, Gary Leach, Sean Griffiths, Sean Nadin and Kwan Lee.





During a fight there are visible indicators to tell you when you've done a hit, such as chunks of metal flying off your rival's armour. The more chunks of metal that come off, the more effective your punch.

from the cuddly, cutesy excesses of that game. How did the idea come about?

"I did this design for a robot beat-'em-up ages ago, around the time Street Fighter 2 was big in the arcades," explains Sean. "I thought 'Yeah, this'd be good with big robots...' And then I sort of forgot about the idea for a while. And then when rendering technology became more available I sort of put the two together. There are two concepts behind the game, really. One is to do a decent beat-'em-up and the second one is to use rendering technology to do lovely 'cinematics'."

The obvious question is what's wrong with good old-fashioned hand-drawn graphics? Why render them? "Because rendered graphics looks sooo good," is Sean's simple reply. "A pixel artist just can't draw to this standard, particularly animations. The sort of stuff we're doing would take a pixel artist forever. It's the way the industry's moving. As we get higher resolution screens drawing pixel by pixel becomes very labour intensive."

Every object and background in Rise is constructed in three dimensions using 3D Studio on the PC. First a 'mesh', a sort of rough line-drawn template, is built out of basic shapes like spheres and cubes, all of which can be distorted. Then viewing angles and light sources can be defined and textures and patterns overlaid on the various surfaces. Finally the computer renders the object, producing the images you can see on these pages.

"It's taken Sean [Nadin, the 3D modeller] about two weeks to get the look and the animation of each robot right," says Sean. "Each robot's movement works on a hierarchy system - you build a hand and an arm, say, as two separate objects, then you link them together with a pivot point, then when you move the arm the hand moves with it.



This is the Supervisor, the final robot you'll have to face before being able to restore Electrocorps HQ back to normality. He's the hardest of the lot due to his ability to 'morph' into various shapes and weapons, much like the T1000 in Terminator 2.

"It's very much like the stop motion effects that they use in the movies. You move a robot's leg, render a frame, then move its leg a little more and render it again. You can set 'key' animation frames and get the computer to interpolate the frames between them, which cuts down on the work a bit."

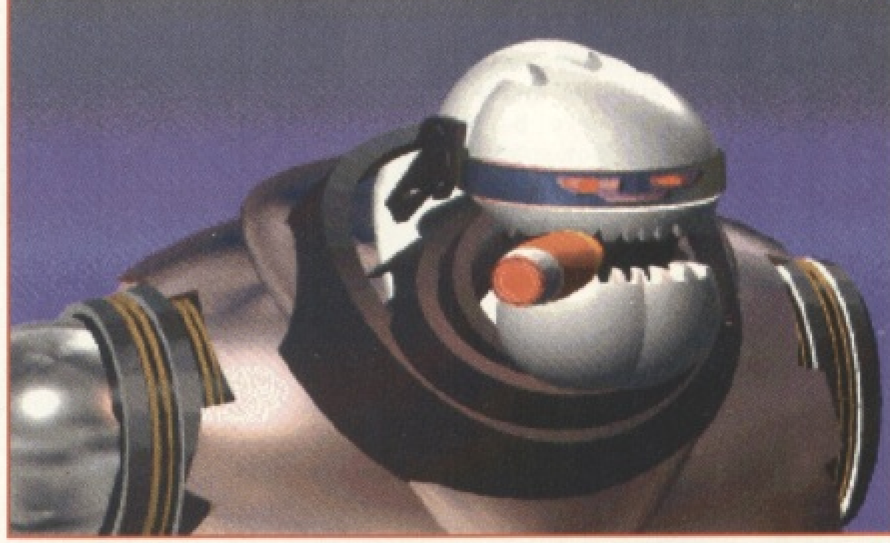
Sean is keen to point out that all the stuff you see here is very definitely Work In Progress. Because the graphics are rendered rather than drawn they're not final by any means and it's possible to tinker with them until the cows come home, fiddling with the lighting and the textures. So chances are the graphics in the game will be very different to what you see here.

"We're pretty pleased with the way it's turning out, even in 32 colours," adds Sean. "The light-shading is the secret of it - that's why it looks so good. You can strip out colours and it still leaves the basic ones you need and the objects still look solid." (And you can see proof of that elsewhere in this feature.)

Like Street Fighter 2, each robot has its own unique set of moves and attack patterns. "All the robots are designed to have a different feel," says Sean. "The idea is that as you play the game you move through increasing levels of technology. The first droid you meet is a loader droid - he's like a fork-lift truck, very old-fashioned - and you move on until ultimately you meet the most advanced droid, the Supervisor, who's built from liquid metal. The moves are specific to each robot. The Builder droid, for example, who's quite ape-like, has few kicking moves; they're more punch-related -

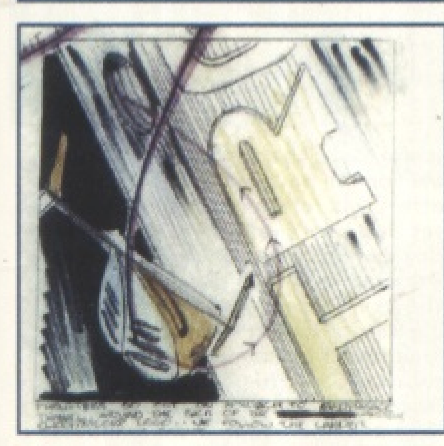
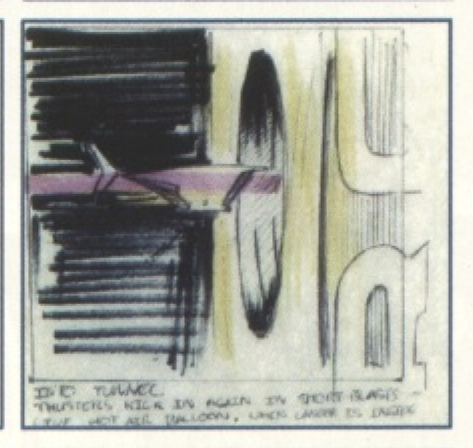


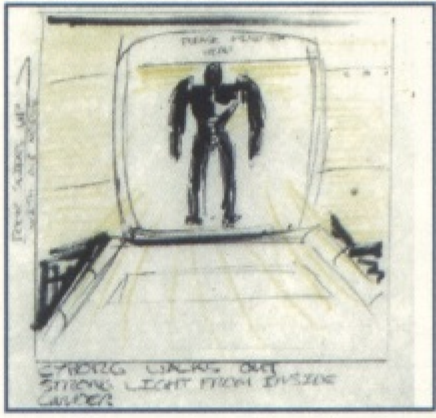
This evil-looking sod is the Military Droid, built by Electrocorp as a robotic replacement for the human infantryman. As you can imagine, then, he's a vicious devil, with a devastating array of combat moves up his sleeves.



So what happens when you go from 256 colours to 32? Not as much as you might imagine, to be honest, as you can see from these two images here. Obviously the shading on the 32-colour image (above) isn't quite as subtle as that of the 256-colour one (left), but the sense of 'solidity' is still very much there. By the way, if you think these stills look good, you should see them moving.



All the between-level animations have been fully storyboarded and broken down into five or so 'flicks' or brief animated scenes. These 'flicks' are then pieced together to make a movie-like sequence. "It's just like making a movie, really, but with computer-generated sets and 'synthetic actors'," laughs Sean.

swipes and things like that."

Animating these metallic monsters has been tricky. "We tried filming ourselves moving around and stuff but it's difficult, especially with something like this," says Sean, pointing to the monitor screen which is now showing the insect-like Crusher droid, "because it's not a humanoid shape."

As is always the way with Amiga beat-'em-ups, one of the main problems is getting a wide range of moves on a single-button joystick. "In Street Fighter 2 you had six buttons which let you select your hit power," says Sean. "Of course, on the Amiga you've only got one, but our system still allows you to have a range of different strength blows."

Rise uses a 'power bar' system to incorporate all the moves. Hold down fire and the bar rises and you then perform the move when you've reached the power setting you want to attack at. Thus you can do short, sharp jabs which are relatively weak, or hefty, slow punches that send your opponent reeling. The risk with these more-powerful blows, however, is that your rival will get a hit in before your perform it, which immediately knocks your power bar back down to zero.

In addition to the basic moves each robot has a couple of 'special attacks' they can perform, and these are called up via moving the joystick in a special combination. "Street Fighter 2's were a little fiddly so we want to make ours a bit easier to pull off," says Sean. "It's annoying when you're playing Street Fighter and you think 'Right, now I'll do a special move' and you can't do it. I've been playing Street Fighter 2 on SNES for six months and there are some moves I still can't get right."

"Each fight takes place over five bouts as opposed to Street Fighter's three," points out Sean. "I didn't like the way in Street Fighter that when you met a new fighter it'd all be over in a couple of bouts without you having an opportunity to learn how they moved. At least with five bouts you get the chance to find your feet a little."

Instinct Design are especially proud of the artificial intelligence routines they've created for the computer-controlled robots. Each robot's behaviour is governed by a whole slew of statistics, such as speed, intelligence, aggression, motivation and so on, all of which vary during a fight depending on their performance.

Every time the computer-controlled robot is called upon to make a move, all these statistics are taken into account along with other conditions such as what the player is doing via some complex mathematical formulae and the results are used to cross-reference with tables listing each robot's possible attacks and defences.

"The intelligence affects the responsiveness of the robot to your moves," says Andy Clark, Rise's Amiga programmer. "If the robot's intelligence is low he might just stand there and look at you or even walk towards you, while if the intelligence is high he might block or try to counter your attack with an attack of his own."

"Motivation, on the other hand, affects whether a robot will attack or defend. If the robot's winning his motivation may increase and so he'll perform more attacking moves. However, if he's getting beaten his motivation may decrease and he'll perform more defensive moves."

"We can set it so that a robot starts off very aggressive, so he'll throw lots of quick jabs and punches," adds Sean. "But as you take points off him his aggression changes and he'll start to slow down and think a bit more about his moves. It's all very well doing all this 'artificial intelligence' stuff but if you can't see it working it's pointless. It's great when you're fighting a robot and you can actually see he's getting excited and aggressive."

Andy's developed an amazing routine for compacting the data for the inter-level animations. "Basically it divides a screen into 8x8 pixel squares, compares each square with the previous screen's squares, and only stores any that are different" he says. "So if you've got a screen where all the movement occurs in the middle of the screen it'll only store and update the squares in the middle of the screen."

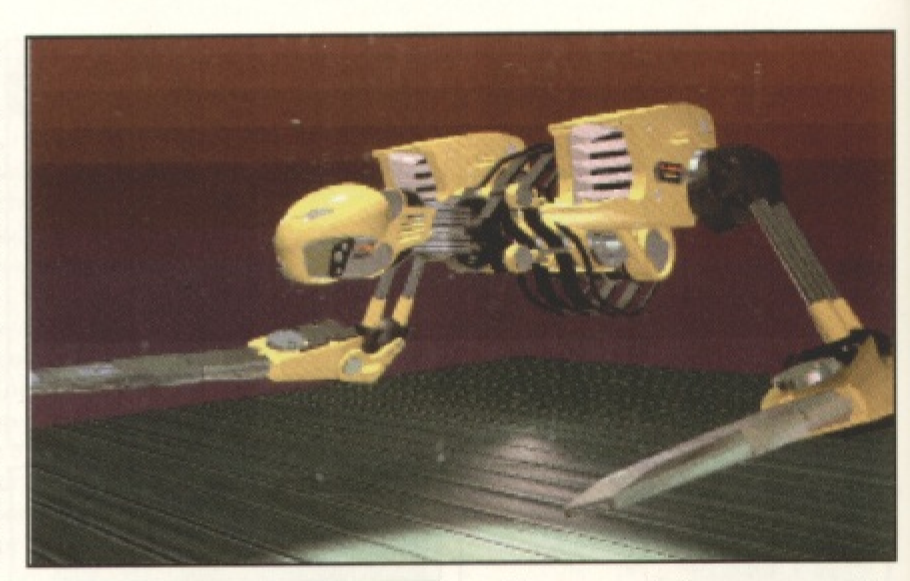
What happens if the whole screen contains movement? Doesn't that slow it down? "Well, it seems to cope. I must admit that I was a bit worried about that but it seems to work fine." Andy uses a similar system to store and plot the animation frames for the sprites, so that any 'dead space' around a figure is ignored, drastically cutting down the time they take to draw and reducing the space they take up in memory.

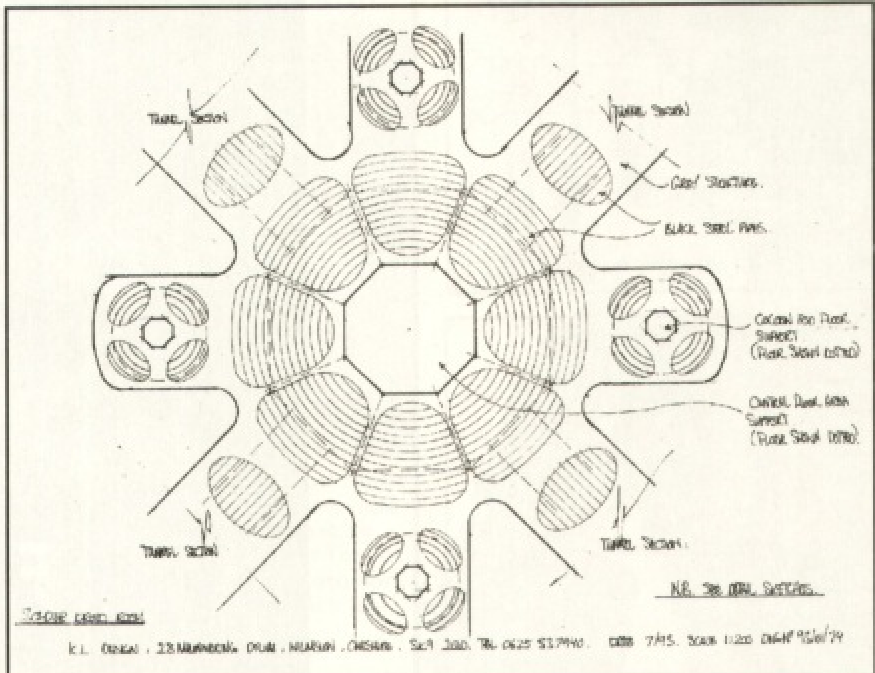
"We've managed to get 4Mb of storage on a disk, which we're pretty pleased about," says Sean. "On the CD32 we're going for five 'flicks' [Instinct's name for a short animated sequence, such as a robot walking towards the camera] between each level and on the floppy versions we're probably going to have to cut that down to two."

Talking of disks, Instinct predict that the game will come on eight disks, one for the intro of the cyborg approaching Electrocorps' HQ and one each for the seven robots, each with their own animated sequence. This way the disk swapping is kept to a minimum as the only time you have to change disks is after each level.

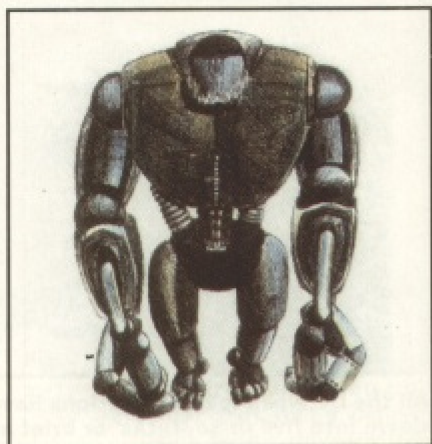
And the good news for those that've upgraded is that there will be special versions of Rise for both the A1200 and the CD32. "On the A1200 we're just doubling the number of colours to 64," says Andy. "With 256 colours the game would slow down way too much, but even 64 colours make a hell of a lot of difference to the way the game looks. You get much subtler shading. There'll also be a lot more sound, because there's more chip RAM to play with."

"The CD32 version will be the like the director's cut," adds Sean. "It'll have all the little bits between levels that we couldn't fit on the floppy version. It won't be in widescreen though!

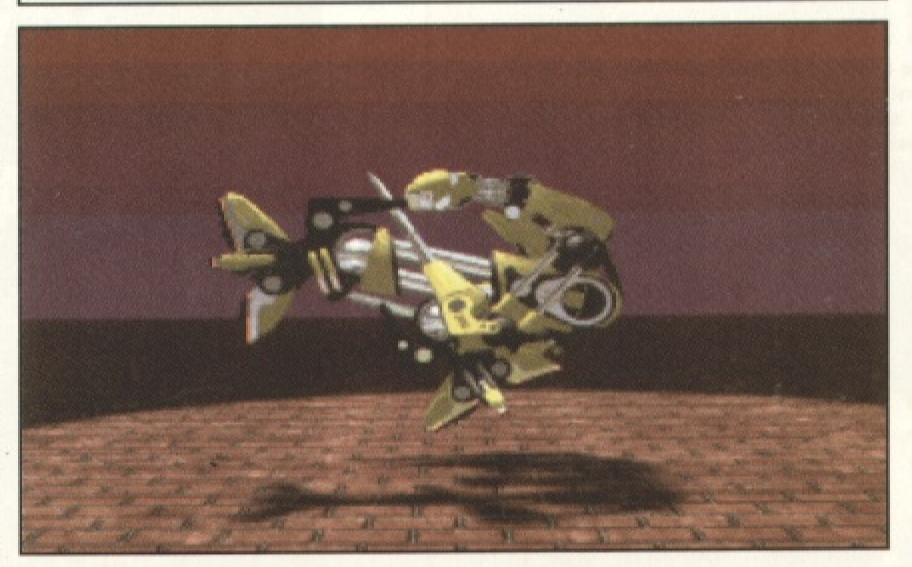




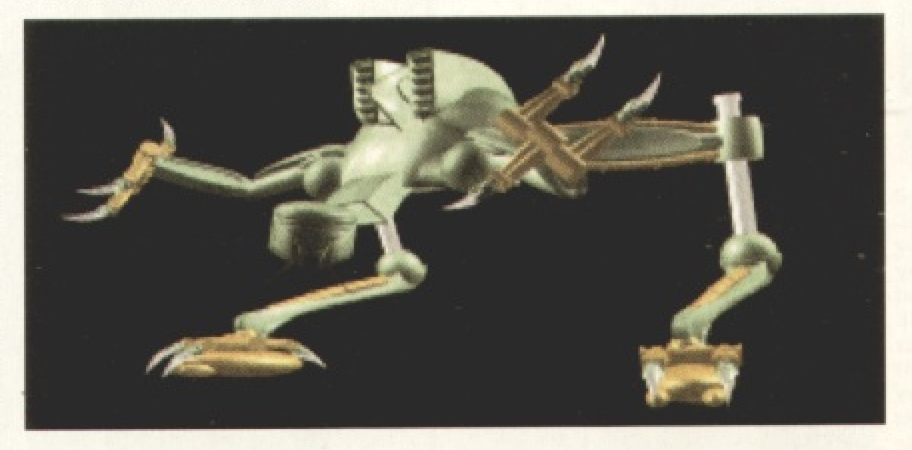
(Left) Kwan Lee is the man responsible for the backgrounds and, in effect, his role is much like that of a set designer's on a film. He's an interior designer by trade, and his experience designing 'real' buildings shows in the game. For each backdrop he first draughts a blueprint (an example of which is shown here). This is then converted into 3D form on 3D Studio. Kwan then adds textures to the surfaces and sets lightsources.



(Above) Instinct's artists drew many rough sketches to help settle on a look for each of the robots, calling on a variety of inspirations in the process. This one of the Builder droid, for example, is based loosely on Mongrel from the 2000A.D. comic strip A.B.C. Warriors.



(Above and below) Some of Sean Nadin's brilliant rendered graphics. These are mainly tests, and may not feature as shown here in the final game.



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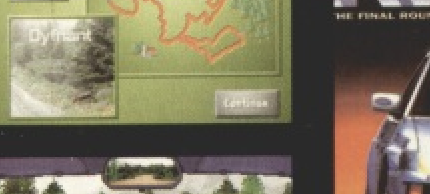
You're strapped into one of the five rally-bred supercars, speeding in the exact tracks of the '93 Rally leaders. Each car handles differently. Each tests your driving skills flat out.

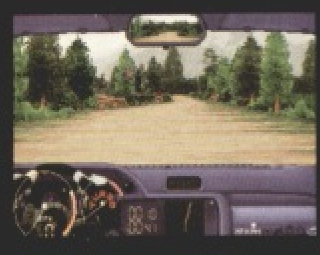
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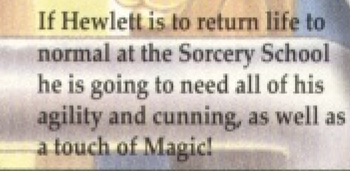


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PROJECT: Brian the Lion
PUBLISHER: Psygnosis
DEVELOPER: Reflections: Martin Edmonson (producer), Mike Troughton, Russell Lazzari (programming), Phil Baxter (graphics).
INITIATED: Autumn 1991
RELEASE: Christmas 1993

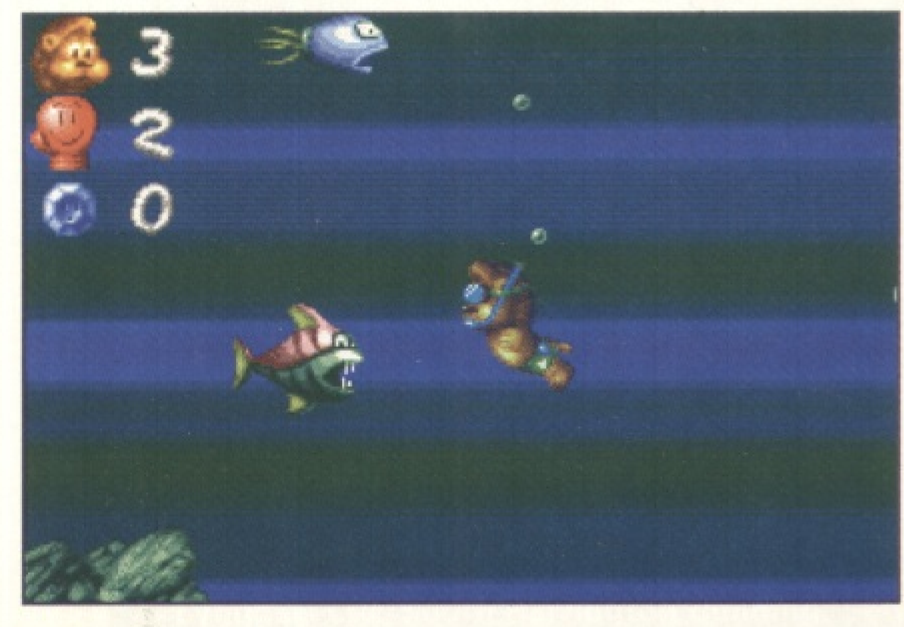
ROAR OF A LION

Having lived through three Shadow Of The Beast games, development team Reflections have decided to turn their collective backs on swords-'n'-sorcery and get down to some good old-fashioned platform fun. Matt 'The Gnat' Broughton investigates.

The first paragraph of each Work In Progress is generally the area where we do our best to be amusing and break the ice for the following feature. You'll often find us working late into the night, bashing our heads on our desks and waiting for some game-related gag to spring from nowhere so that it can be used to draw you into a false sense of ease before we smack you in the face with all the technical guff. I'm lucky though - someone's already done it for me. Yes, I'd like to bring you an excerpt from 'Brian the Lion: The Story', so sit back and enjoy as I read to you in my best Bernard Cribbins voice.

"Geeza scratched his chin and looked in the mirror. 'You beautiful boy you', he growled in a voice so appealing it could curdle tarmac at 400 yards. He ran his claws through a small tuft of hair that sprang from a wart on his otherwise bald head and smiled at himself. The mirror exploded into a shower of glistening fragments. 'Worm,' he shouted down the corridor, 'Another mirror.' A little while later, a small weasley creature shuffled through the door clutching a circular mirror, desperately trying to scrub a sticker that read 'Indestructible' from the back."

Good stuff, eh? The story continues in much the same vein and basically tells the tale of an ugly devil looking for instant beauty. Geeza's faithful servant, Worm, has one last idea: "I have heard tell that a certain magical crystal called Chris is in possession of the most amazing, restorative, regenerative and rejuvenating powers ever seen in this land. He could make you beautiful - grab him and you'll be one pretty boy." Needless to say Geeza snatches Chris and disappears into the night. Enter stage right Chris' best friend, Brian The Lion, who is obviously going to have to do something about it.





What this all boils down to in gameplay terms is a lot of platform-related fun, with Brian the Lion having to tackle all manner of weird and wacky opponents in his quest to save Chris. Breaking up all this jumping japery are occasional shoot-'em-up levels, with Brian riding on the back of Mark the Lark (groan) through multi-layer parallaxed backgrounds. Although most of you are no doubt dreading yet another Mario/Sonic wannabe, Brian The Lion boasts a number of features (don't they all?) that will hopefully make it something a bit special.

I asked Reflections' producer, Martin Edmunson, why the move to the platform genre. "To have a bit of a change from the other stuff really," he replies. "Because the previous Reflections games were things like Awesome and the three Shadow of The Beast games, I didn't fancy having anything to do with swords and sorcery again. I just fancied a change."

Whereas the Beast games were more adventure based, Martin is hoping that



In a similar way to last month's Oscar, Brian can enter any water he finds and swim around - complete with snorkle and kit - in an effort to find hidden bonuses and as many crystals as he can. At certain points Chris himself will appear and give Brian helpful hints on how to get past certain objects and traps. Strangely, Brian appears to be able to hold his breath for a bit longer than they said on Wildlife On One. I'm off to ring Richard Attenborough up for a quick word.



Brian the Lion will be a game which will bring you back for more no matter how far you've managed to get into it during previous plays. "The trouble with Shadow of The Beast was that once you'd solved the puzzles, you'd never fancy playing the game again," he explains.

So what qualities does Martin look for in a good platform game? "I like Sonic-style games but not Mario ones," says Martin. "I like graphics to look impressive with parallax scrolling and everything. One of the features of Brian The Lion is that we've tried to keep up



As previously mentioned, Brian The Lion is a fearsome fella and packs a mean punch - well, swipe actually. As well as the more direct attack of hitting people, Brian can roar at them, paralysing them with fear (or something). By holding down fire, Brian powers up his larynx and releasing fire lets rip. Depending on the size of the roar and the size of his prey, they will ether run away or be frozen to the spot, allowing Brian to take his time and dispatch them at his pleasure with a well-aimed claw or three.

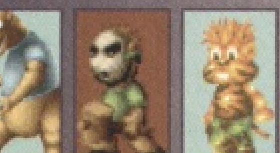
















the technical aspects of the game, so that it's still using the Amiga properly with all the colour interrupts and that kind of thing. We've really tried to concentrate on making the game playable, but still keeping it nice and smooth."

Well, it's certainly that. The game features multi-layered parallax scrolling at a smooth 50 frames per second in the same way as most console games, and many of the effects seem console-inspired. Why not cut out the hard graft and just do the game on a console to begin with? "To be honest you're actually held back a lot less on the Amiga than you are on the consoles," says Martin. "Programming consoles is a complete pain in the neck because you really can't do anything new with them. You can do the same as everyone else, but nothing really spectacularly different.

"What we're trying to do here is mimic some of the Nintendo's hardware on the Amiga, where it will stand out more. There were a number of things that we'd seen at one time or another on the Nintendo, and so we sat down to see if they were possible on the Amiga."

What specific effects did you hope to copy? "We wanted to work on some incidental effects, particularly with things like zooming - where you might pick an area on the map and the screen zooms in. This is very 'consoley' and looks great if you can create it on a standard Amiga."

Brian the Lion mimics quite a few of the Super Nintendo's famous Mode 7 effects, like zooming, de-res, curved perspectives and even rotation. "I don't know if you've seen this effect," enthuses Martin, "but we've got a section working where you can take a 16-colour, full-size screen and rotate it around very smoothly in one frame. It's all very SNES-ish and looks great. Also one level has you, if you can imagine yourself, inside a toilet tube with the background rotating around you in perspective." Hmmm, sounds good.

> **"These kind of platform games are ten-a-penny and there's nothing to really seperate them. But what (Brian the Lion) has which the others don't is that it genuinely does look, play and feel like an arcade or console game."**
>
> Martin Edmundson, Brian the Lion's producer.

Martin is especially pleased with their 'cloud shop' effect. "As you run through the game, you can collect crystals which can be used to buy extra abilities in the cloud shop (speed, more powerful roar, higher jump, etc)," he says. "The shop itself is weird - you're inside a cloud and it has a kind of gentle curve scroll that bounces up and down. If you look at it it makes you feel like you're drunk or something."

So what does the team feel Brian has to offer the platform genre? "These kind of platform games are ten-a-penny and there's nothing to really separate them. But what this one has which the others don't is that it genuinely does look, play and feel like an arcade or console game. It has all the effects that you'd expect to see in a Nintendo game and all the colours that you'd expect to see on a Nintendo or a Mega Drive.

"I don't want to pick out individual games and slag them off, but you know there have been ones where you've looked at them and said 'Well, okay, that's fine, it's an Amiga game' but you know it's nothing like as good as a SNES game or a Mega Drive game in terms of smoothness and playability."

Brian himself has 216 frames of animation (108 in each direction) and over 80 adversaries, each of which have loads of frames of animation themselves. "We've focused on Brian himself, giving him bags of character with little animations. For example, looking upwards at high cliffs, looking shocked at the ferocity of his own roar, peering over high cliffs, yawning if he stands around for too long, etc."

Reflections are hoping to make quite an impact with this little character, and from what we've seen so far it looks more than likely that they will. Check out the screenshots for now and, with good weather and the wind behind us, we should have a full review for you next month, so tune in again then.

Brian's enemies are pretty varied in both character and size. I'm sure I ran into Monty Mole somewhere earlier and now Barney Bear is about to eat me from the look of things - never mind I'll give him the roar. RROOAARR!!! This would normally work wonders, but unfortunately Barney has a much more impressive roar of his own. I'm off to wet myself.



RETURN OF THE KING

Hang on, what are Sierra doing back in the pages of The One? Haven't they eloped with their PC friends? Yes and no, explains Simon Byron.



PROJECT: King's Quest VI

PUBLISHER: Sierra On-Line

DEVELOPER: Revolution Software: Charles Cecil (project manager); Jeremy Sallis, James Long, Tony Warriner, Dave Sykes (programming); Adam Tween, Paul Humphroes (graphics).

INITIATED: March 1993

RELEASE: December 1993

Back at the beginning of the year, Sierra announced to the Amiga world that it wouldn't be releasing any more games for our favourite computer. This wasn't due to what a lot of other publishers were doing at the time (i.e. jumping ship from the Amiga to consoles so that they could make more money. Who's laughing now the bottom's fallen out of that market, then?) but mainly because the conversions of their top PC adventures left a bitter taste in the mouth. Slow-moving graphics, an obscene amount of disk swapping... All these things and more contributed to lifeless and unenjoyable adventuring.

But, wait! They're back! And this time they've brought a good game with them, properly converted to the Amiga, not lazily ported across like their last efforts. Revolution Software have been flown in as the SAS programming commandos and by the look of things they've managed to capture all the charm of the PC original while at the same time making it a true Amiga game.

But if it wasn't for Revolution boss Charles Cecil's bath things may have turned out very differently. "I'd read in a few magazines that Sierra were no longer going to publish games for the Amiga. I think I was in the bath or something when all of a sudden I thought 'Why not approach Sierra and point out that we could convert it ourselves?' They've got a very strong brand image and by not publishing on Amiga they would have been losing a good marketing opportunity. So I rang them up and things went from there."

Although the PC's graphics were displayed in 256 colours, the Amiga is restricted to 32 but the quality of the visuals is nevertheless extremely nice. "We're very pleased with the way we've managed to reduce the amount of colours," states Charles. "32 colours can be restrictive but if you know what you're doing you can come up with some truly impressive end results."

There's a long and complicated procedure for reducing the amount of colours, as Charles outlines. "We start off by taking the original PC graphics and converting them down to, say, 40 colours using a piece of software created especially for that task. Once this has been done we downgrade the rest by hand. There is a fair amount of work involved to get it looking just right - you could get the conversion program to reduce it straight to 32 colours in one go but you usually end up with very poor results. Obviously we're after the best-looking graphics you can get on the Amiga so we're happy to put in the extra work."

Because of some strict organisational skills, Revolution has managed to reduce the amount of frustration caused by disk swapping. "When you play Kings Quest VI on the Amiga you'll find that all the rooms which are adjacent to each other are usually on the same disk so there'll be hardly any swapping. There may be some swapping when you save and restore because there are certain bits that need to be stored in memory, but generally all the rooms which are geographically near to each other will be stored on the same disk."

These organisational skills, although common sense to most of us, are mainly due to our computing backgrounds, thinks Charles. "The Europeans started off programming for cassette-based machines so everything had to be really well organised, whereas the Americans have always had disk drives. Now that the playing field has been levelled off somewhat and we're used to disk drives, we can write floppy versions of games like Beneath a Steel Sky and King's Quest VI for the Amiga because we're used to being a lot more organised with our data."

So how does King's Quest VI compare to Steel Sky? "There are fewer rooms and there are fewer animations," explains Charles, "but the game itself is very complex - every time you do something a flag is set to alter another thing later on, which makes it really involving to play. They are two very different types of games that shouldn't end up competing with each other. I can't imagine anybody buying one to the exclusion of the other."

Charles is happy with his team's efforts and guarantees that the Amiga version of King's Quest VI will look and play almost identically to its PC counterpart. "I'm pleased - virtually nothing has been left out of the Amiga version. The PC intro takes up 20Mb so obviously we're not going to have a thirty disk intro, but apart from that there are very few changes."

So a hearty welcome back to Sierra - may you remain an Amiga publisher for years to come. As long as Revolution are handling your conversions, that is.









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THEATRE OF DEATH









THAT'S THE MAGIC OF MENDOR

PROJECT: Seventh Sword of Mendor
PUBLISHER: Grandslam
DEVELOPER: In-House
INITIATED: Early 1993
RELEASE: Feb 1994

Matt Broughton likes to think he's quite good at role playing games, mainly because his vital statistics are better than most Bounty Hunters you're likely to come across. In fact he's so tough he's the only one hard enough to take a look at Grandslam's latest offering.

Role Playing games are a reviewer's nightmare. We generally try to allocate as much time as possible to the playing of games before we finally put pen to paper (well, finger to keyboard, anyway) but role playing games are generally excepted as taking between one and two weeks solid to cover. I know we complain about unimaginative platform games spewing through our letter box but at least you don't have to build up individual character attributes and endure silly names like 'Kwaydos - Prince of Grindhalsk and slayer of small brown dogs called Colin'.

Seventh Sword of Mondor is such a game and no doubt features similarly silly names, but with a difference - they're in 64 colours (that's the pictures, not the names). The Plot? Oh, okay then, it's like this. Somewhere in a fictional land that time has forgotten, there lies a good continent and an evil continent situated adjacent to each other. The only thing that protects the good continent from the evil is the presence of the seven swords and as long as these swords are held by the princes of the good continent the evil will be dissuaded from attacking. However, over a period of time power has built up on the other continent and a meeting is called between all the good princes and, unsurprisingly, one of the swords is stolen allowing the other continent to attack. It's at this point that you join the story and must pick a team of adventurers from a group of volunteers and set off and reclaim the seventh sword.

One of the special features of the game is that you can have NPCs [non-playing characters] join your party, and even though they're computer controlled they'll wander along with you and help in any way they can. For example, one of the individual quests within the game involves hiring a NPC thief who'll do his stuff and then leave your party - be nasty to him at any point along the way though and he might just sod off early, leaving you up a certain creek without a certain paddle.

I asked Steve Sargent from Grandslam if all of the puzzles were solved in a similar way. "Like any adventure, the objective is to get object A and use it at location B. The final quest is to retrieve the last sword from the evil king who obviously can't be approached until all the smaller quests have been completed, but up to that point it's fairly non linear - you can approach the quests in any order you like and If you get stuck in one quest you can move on to another area."

SSOM may sound as though it's another Eye of The Beholder or Dungeon Master rip-off but its 64 colour high res' graphics make it look that bit different. "We've tried to make the game look a bit more interesting by using tons of digitised graphics," states Steve. "For example, each brick in the cities stonework has been digitised so that it looks as real as possible."

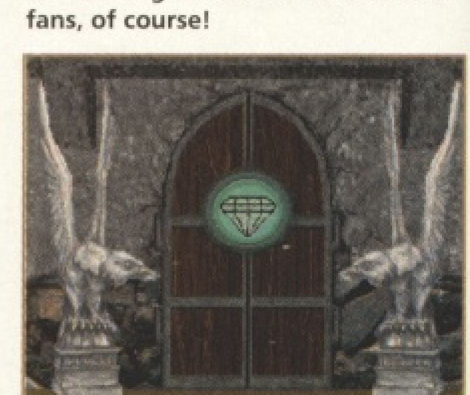
> **"We actually worked out that there's over 270 miles of track to walk through which works out to be 71,000 screens - it's huge."**
>
> **Steve Sargent, Grandslam.**

There are also a large number of different locations within the game - dungeons, inside caves, inside palaces etc - each with very different looks. "We actually worked out that there are over 270 miles of track to walk through which works out to be 71,000 screens - it's huge!" laughs Steve. "We also tried to avoid having empty screens, so if you come to a shop, rather than just having an empty room in 3D, you get a scanned painting which, as well as looking great, has a slightly eastern European feel to it which makes it feel a bit different to the standard Gothic style of most RPGs."

The game weighs in at an impressive 9Mb in total and will come on between four and six disks. "The game moves a lot faster if you have a hard drive, but with the floppy version it reads how much memory you have and reads ahead of itself. With so many huge RPGs appearing on the PC, it's hard to keep the Amiga in mind, but we see the A1200 as the way forward."

There will be a specific A1200 version that will feature super AGA graphics (Grandslam's policy for all future projects) but there are no plans for a CD32 version." The big problem with CD is that it only has 1k of Eprom memory, and with a role playing games there are so many variables and flags to store that you're looking at 200-300K to save a game. It's hard to adapt but we'll definitely be looking to put other games onto CD."

Because the Mendor team are a bunch of committed role playing fans Seventh Sword of Mendor is looking to be a real crowd pleaser - as long as it's a crowd of RPG fans, of course!



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FATMAN THE CAPED CONSUMER

Black Legend

I'm put in a bit of a dangerous position here. You see, having to look at a game with the word FAT in it, not to mention one featuring a FAT MAN, is dodgy to say the least. It's very tempting to take the easy way out here and make some cheap jibes about a certain member of the editorial team who is generally accepted as being fairly, er, large. The only problem with this is that I'm fairly keen on my job and have no plans to leave just yet. No, I think I'll chicken out. (Good career move. - Dave.)

Phew! Anyway, Fatman is a platform game featuring The Caped Consumer himself as he attempts to thwart a mad scientists plan to destroy all fat beings on Earth. Doctor Ted Thinsin is a few McMuffins short of a breakfast to say the least and has discovered a new formula to rid the Earth of fatties, and who better to demonstrate the powers of his formula on than the family of Fatman.

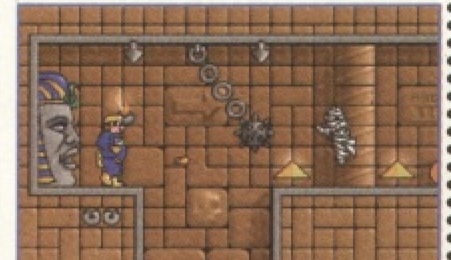
You must locate Ted, destroy the formula, free your family and restore hope to all over-eaters of the world by venturing through fifteen huge levels spread over seven worlds littered with food, secret rooms and food (did I mention there'd be food in the game?). First you need to pass through Fatman's house collecting hamburgers while avoiding kids, rats and bats, then you visit such locations as a castle, a pyramid, a pirate ship and even the Soviet Union (don't ask me why).

Fatman's weapons are slightly questionable to say the least and include a belly butt, a belch, magic mushrooms, magic carrots and an all-powerful bottom burp! There's also a Big Daddy-style attack where you belly-flop with all your weight on anyone you can find, kindly dubbed "the fat bast**d jump" by the programmers.

Humour (if you can call it that) appears to be the order of the day with Fatman and we should have more info for you next month. Oh dear.







PERIHELION

Psygnosis







Psygnosis seem to be in hyper-mode at the moment, with about seventy-three releases set to appear before Christmas - and here's just one of them. Perihelion is a stylish-looking RPG with a 'cyberpunky' feel to it, i.e. there are lots of metallic-looking people and locations.

I had planned to bring you a brief summary of the plot but, to be honest, it features so many silly made-up words connected in a non-sensical way that I was scared of being taken away by the 'Crap Police'. Suffice to say that an apprentice psyonic on the distant planet of Perihelion has had a vision of a mighty evil approaching the world. This puts the willies up Perihelion's emperor, Rex Helion, who creates a party of six adventurers to somehow put a stop to this great threat.

All sounds a bit strange doesn't it? Don't worry, though, because what it all boils down to is some atmospheric adventuring, with you controlling the six characters as they try to find a way to combat the coming peril. In standard RPG fashion you must first create your characters, selecting from a wide range of races, skills and attributes, and then lead them through the wastelands looking for a life.

Your party's view of Perihelion takes the form of the standard Dungeon Master-like first-person 3D perspective, but it's all done a bit more slickly than we've been used to in the past, with the support inventory and stat screens having a Speedball- 2-like polish to them. Magic is accessed (by psychic characters, obviously) through the use of runes in various combinations which give a wide number of offensive, defensive and sense-enhancing effects.

The graphics have a sharp monochrome look that really give the game a unique identity all of its own and with any luck there'll be some decent gameplay behind the sexy-looking facade. It's always nice when there is, isn't it? Look out for the full review in next month's issue.







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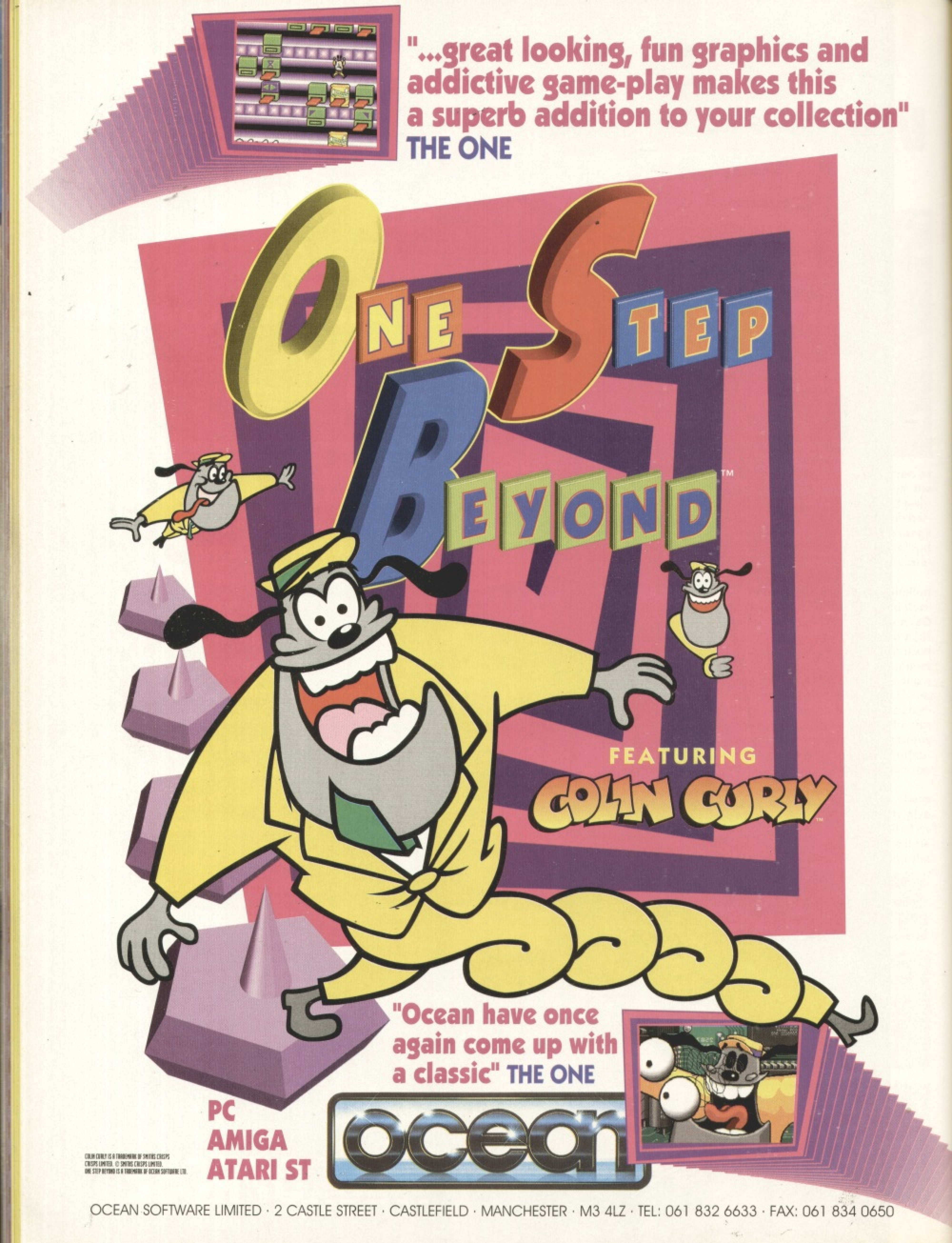
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REVIEWS









HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man.

Probably.

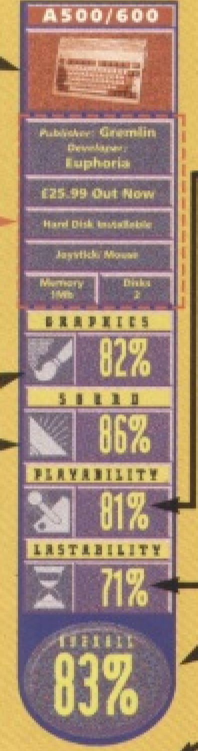
THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.



A1200

CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

DAVID UPCHURCH

"My favourite children's story is that one where the two kids get lost in the woods and come across a house made of cake," burps Dave, oblivious to anything going on in the real world. "I love food, me," he adds, helpful as ever. "If my abode was constructed from munchies I'd watch Grease all day whilst relaxing in my three peas sweet. And at night I'd doze in my bunk bread." Er, nurse! Come quick!



SIMON BYRON

"Jack and Jill would have been quite good if only there was a bit more realism in it," moans Simon. "For starters, why didn't the two kids just fill up the bucket from a tap instead of 'going up a hill'? Either they were completely dozy or they wanted a quick snog, is what I reckon. And who in their right mind would patch up a potentially serious head wound with vinegar and brown paper? Elastoplast is much more suited for that purpose. No kid of mine would be allowed to do..." he goes on. For ages.



MATT BROUGHTON

"I never listened to those childish rhymes," claims Matt, "I was playing the recorder from the age of seven months, the piano from two years-old, and I'd already formed my own Indie rock band by the time I reached playschool. I was already on to my second pair of tight leather trousers before most of you were out of nappies and I'd thank you to stop asking be ridiculous questions when I'm trying to compose."



JENNY ABROOK

"I like flowers and dolls," admits Jenny, "and pretty pictures and bunny rabbits and sweeties and needlework and skipping and drawing and playing with my Sindys and sucking my thumb and sunny days and watching Play Days and Timmy Mallet and going to Brownies and Take That and Sooty and Sweep and Susie and birdies and playing on the swings and dancing and chocolate and toys and puppies. I don't wet my bed any more, either."

NOTE: All pictures © The One. Drawn by S. Byron, aged 21 and three-quarters.



FRONTIER ELITE

Frontier. It's here and it's HUGE! So huge, in fact, that to do it justice we had to award it our first ever SIX-PAGE review, as well as our HIGHEST-EVER mark. David 'StarEater' Upchurch can't believe his eyes. Or stop writing in CAPITAL LETTERS.

Sequels don't get much bigger or more anticipated than Frontier: Elite 2. Ever since we ran our massive three-part Work In Progress on it back in the summer of last year there hasn't been a week go by without at least one person calling us or writing to us to ask when the game is coming out. Well, now you can hold those calls because Frontier is finally here. But has it been worth the wait? The answer is a definite and emphatic 'yes'.

It's hard to believe that it's nearly ten years now since the original Elite was released. 1984 was the year, in fact, a time when most considered the likes of Frogger and Pacman to be the apex of computer gaming. No-one was prepared for or expecting a game like Elite, with its incredible (at the time) 3D, vast depth and absorbing gameplay. Even now I can remember long evenings spent round to my mate's house (who's parents were rich enough to buy him a BBC 'B' computer), watching in amazement as he zapped pirates and Thargoids in his Cobra MkIII.

Since then the game's been converted onto almost every computer format imaginable - there's even a version for the NES console, would you believe? - and has established itself as arguably the most famous computer game ever. It's certainly one of the fondest remembered - ask anyone over twenty about Elite and watch as they immediately go into old-timer mode and start rambling on about 'trying to dock' and getting attacked by pirates.

It's taken David Braben, who co-wrote the original with Ian Bell, five years to create the sequel and it's definitely been time well spent, with every second of work evident on the screen. Frontier takes place many years after Elite, with the player assuming the role of Jameson, grandson of Commander Jameson from the first game. The Commander has died at a ripe old age, leaving you a ship and some money in his will. You set out to follow in his famous footsteps and carve out your own place in galactic history.

The galaxy's changed a lot since Jameson was treading space. It's much bigger for a start, with literally thousands of worlds to visit. Two mighty rival factions - the Federation and the Empire - have arisen and carved up space between them, with a handful of Independent worlds scattered in between. A distinctly frosty 'cold war' exists between these two galactic superpowers, providing a backdrop rich for adventure. And what of the evil Thargoids, who were such a presence in Elite? They appear to have mysteriously disappeared and are now more than creatures of legend.

And that's as far as it goes, plot-wise. There's no 'set path' to follow like in most normal games. Instead, you're free to go wherever you want and do whatever you feel like doing. You can play the game as a goody, trading, carrying out legal missions and only shooting someone if they shoot you first, or as a baddy, dealing in the black market, robbing other traders' ships and perhaps even doing a little spying for 'the other side'. It's up to you.

As the old cliché goes: Frontier's not a game, it's a way of life. And hey, what a life...

The accent is on 'realism' in Frontier. While flying, for example, your ship has two crosshairs on-screen. The vertical one indicates the direction your ship is flying in while the slanted one, which you can direct with your mouse, joystick or whatever, shows you the direction the ship is facing. You see, because of your ship's inertia it can't fly in the direction you're facing immediately - it sort of 'skids' for a bit. If you wait for a while, however, the vertical crosshair will catch up with slanted one, and then your ship will be facing the same way as it's travelling. All clear? Thought not.

Frontier offers the player three initial starting locations for their space-faring career. The recommended one for beginners is the planet Merlin in the Ross 154 star system. Your ship here is an Eagle MkIII long-range fighter, complete with lasers, two missiles, an autopilot and a Jump Drive. Slightly tougher is Mars in the Sol system, again with an Eagle as your ship but without a Jump Drive. Traditionalists, however, will plump straight for the third option: Lave, flying a Cobra without either an autopilot or a Jump Drive...

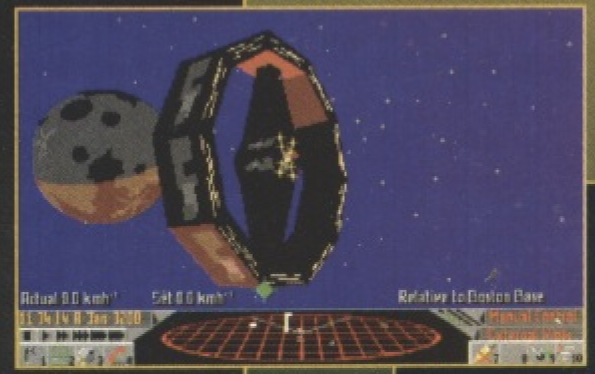




ENTERING HYPERSPACE...

The distance between each solar system is literally beyond human imagining. Even travelling at the speed of light it would take years to span the vast yawning space between the stars, so obviously that makes any sort of trade totally unviable - if you were ferrying a cargo of apples, say, they'd all go off before you even left the solar system that you bought them in, and who'd want to buy mouldy apples? Nobody except the French, who'd rename them Golden Delicious and sell them to the English.

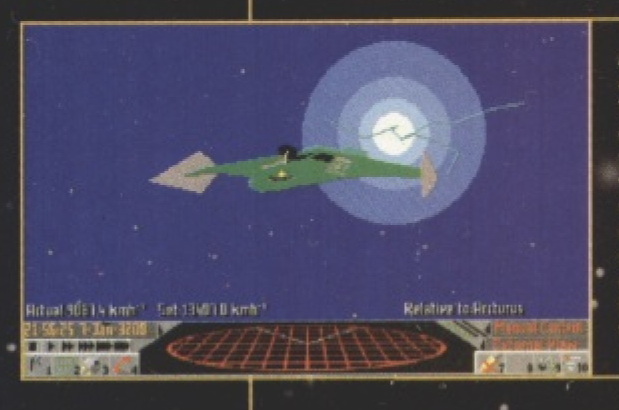
Fortunately, however, science once again saves the day. Most of Frontier's spaceships are fitted with Jump Drives. When activated, these form out a 'Hyperspace tunnel' in the space/time continuum, allowing spacecraft to nip from one side of the galaxy to the other in a minute fraction of the time it should take. There are a few rules and regulations you have to follow to perform a 'Jump', however, and here they are...



First, you've got to fly your ship away from any big masses, such as stars, planets and space stations, otherwise the Drive will simply refuse to function, making you look very silly. You can Jump, however, while in the vicinity of any small spacecraft, allowing you to escape if you get into a scrap that's going badly, something you couldn't do in the original Elite.



Now you have to call up the navigational map of the galaxy. The system you're currently flying around in is indicated by a big purple marker saying 'You are here' (handy, eh?) with a ring around it showing the maximum Jump range your Drive is capable of. Scroll and rotate around here until you find your required destination then kick in the Drive. Assuming you remembered to fill the fuel tank before you left you'll smoothly enter Hyperspace.



And here you are, many light years away from where you started out. That blue glow is the radiation emission from the exit point of your Hyperspace tunnel, and there's a similar but red glow where you entered back at your departure point. These glows show up on navigational computers, a fact that pirates often use to look out for incoming traders, so take care out there.



With the right equipment you can lock onto these unique radiation glows and find out a information about a spaceship's destination and when it'll arrive. If you've got a superior Jump Drive to the ship currently in Hyperspace you can actually arrive at their destination before they do and intercept them, just like these two guys just have. Looks like I'd better start powering up the lasers...



The oval-shaped object in the middle of the control panel is a scanner. It shows you every object in your vicinity, colour-coded as to whether they're a spaceship, spacestations, asteroid or whatever, with the height of the bar on the scanner indicating how far above or below the plane of your line of sight the object is. It takes a while to learn how to read it correctly, but it's a skill you've got to learn if you're going to survive.



Frontier offers pilots a choice of two control modes, the traditional 'roll, dive and climb' as in Elite or a more straightforward 'steer left or right, dive and climb'. The former mode works better with a joystick while the latter is suited to a mouse, but it's up to you. You can tweak the controls even further if you're still not happy from the options screen.



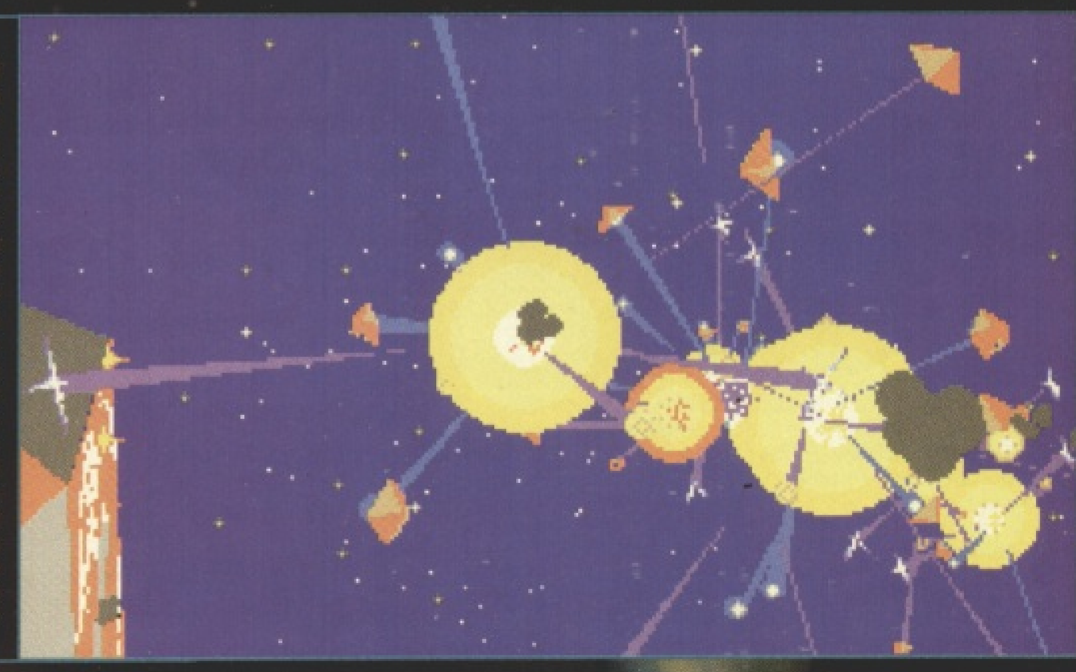
The real fun in Frontier comes from when you get into a dogfight with someone - a frequent occurrence, it has to be said. Apart from a single-beam laser your ship comes ready fitted with two or so homing missiles. The enemy are very intelligent - if you lock onto them and fire a missile at them they'll immediately scarper, running away long enough for the missile to run out of fuel, then continue the attack.

"What are you doing here?"
"What is your destination?"
"Help! I'm under attack"
"Help! My ship has broken down"
More

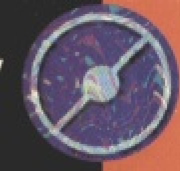
It's possible to talk to other pilots or starport control while flying around. From your cockpit you just click on their ship or station and then click on the 'phone' icon at the bottom of the screen. A choice of statements will appear - just pick the one you want. If you're being pulped by pirates, for example, you could call up a nearby spacestation and request help from the police.

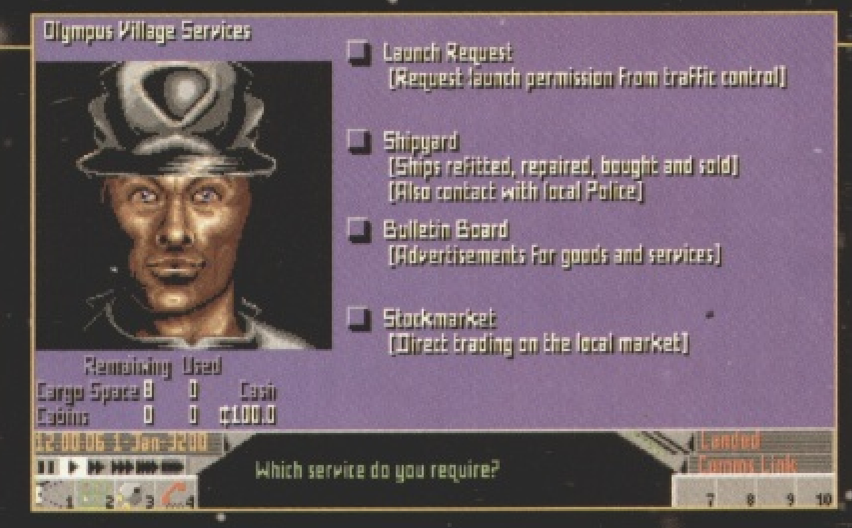
Veteran Eliters may be disgusted to learn that most ships in Frontier now come fitted with an autopilot (in the original you had to earn enough money to buy one first). Now you can just lock onto a spacestation or starport (or just about anything else, in fact), turn on the computerised pilot and it'll fly the ship for you, even so far as carrying out all the docking procedures. Should anyone attack, a siren will sound and control will be passed back to you. You can, of course, do it all manually if you want, in which case you'll find this 'navigation tunnel' very handy. It indicates the path to your destination and the squares getting closer together as your near it, warning you to reduce your speed.

There's a limited selection of views from the cockpit - just forwards (i.e. the 'normal' one) and backwards, looking out over your engines - and only one outside view. This outside view, however, is extremely flexible. You can zoom in and out to your heart's content, and rotate the caemera to just about any degree imaginable. You can get some gorgeous views, like this one of your ship exploding. Doh!



The comprehensive options screen can be summoned at any point during play, allowing you turn the sound and music on and off, alter the control system and adjust the detail level. On the A500/600 the game tends to judder a bit in highly-detailed areas like cities and spacestations, so if you want to do a bit of sight-seeing it's best to turn everything off. Then, if you find somewhere pretty, float and briefly turn the detail back on for a picture postcard snap of the location.



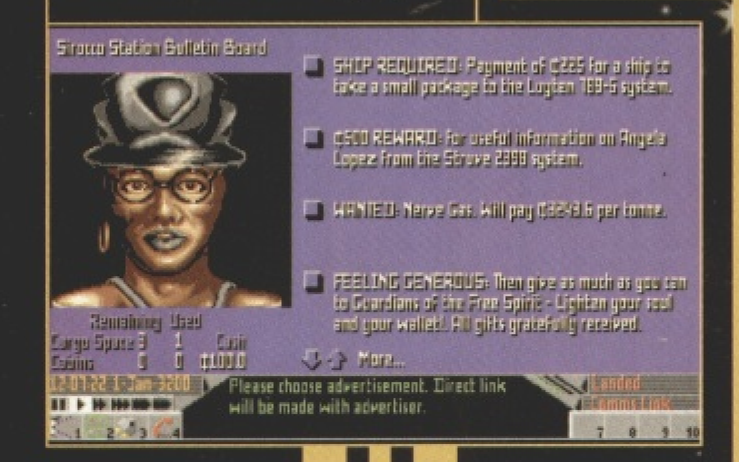


The emphasis in Frontier is much more on carrying out missions than trading. Each station has a screen like this, offering a wealth of jobs and errands to any interested pilots. The tasks range from the mundane, like ferrying a small parcel or a passenger to another star system, to the suspicious, such as notices which ask for a certain 'troublesome' person to be 'removed', and generally the cash reward will reflect the difficulty or ilegality of the job. Before accepting any dodgy deal remember that it's more than likely to result in trouble from the police, so make sure your navigational and combat skills are up to it...

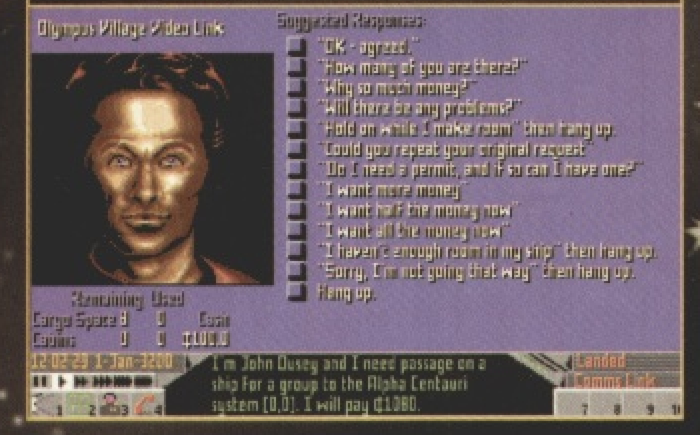
STATION TO STATION

Unlike Elite, Frontier allows you to dock with starports on a planet's surface as well as the spacestations in orbit. However, whichever you choose, they all look the same from the inside. The idea is that you never actually leave your craft (must get awful smelly in there!) but log-on to the station's bulletin board via your on-board computer. From here you can access a number of sub-screens...

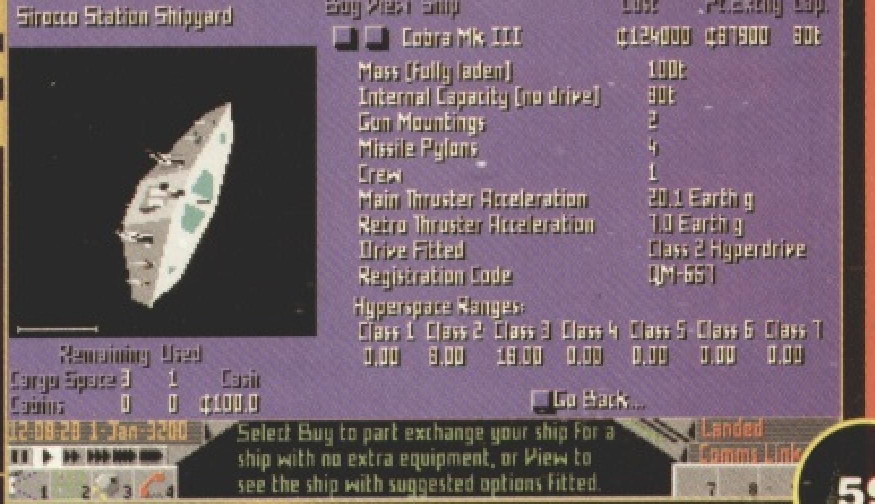
Trading is more of a sideshow to the missions than the main event as it was in the original Elite. The idea is that, if you're going all that way to some distant system on an errand why not use the opportunity to make a bit more cash by buying and selling goods? From this screen you can see the prices on offer, and at any time you can consult the galaxy map to get info on your destination, such as what their main imports and exports are (shown inset), to help you invest your cash wisely. By the way, I just *luuuuurve* that purple eye-shadow - they're all wearing it in the future, you know. Dead trendy.



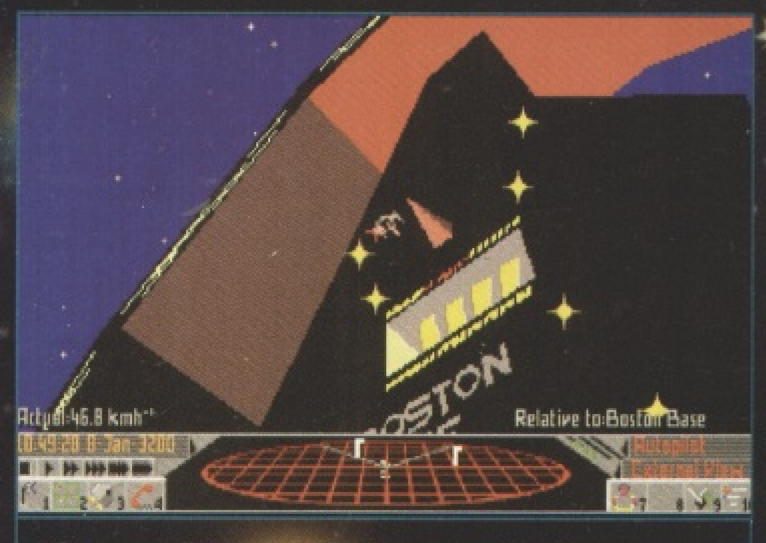
...Once you've found a mission that looks promising, you can have a chat with the person offering it. A menu of questions will appear and you can politely interrogate your prospective employee about the job's specifics and any potential hazards, or attempt to get half the cash upfront or even bump up the fee - it's always worth a try, isn't it? If you get cold feet you can back out any time by terminating the call. If you do accept a job it's best to actually do it, or else there could be trouble.







In the shipyard you can get repairs made to your ship, buy extras to bolt-on or even invest in a new ship altogether. The equipment and spacecraft on offer are obviously limited by the size of the spacestation - on Mars you'll be able to view just about every trinket in the game while a hollowed-out asteroid at the edge of the galaxy will probably have little more than a low-power mining laser in stock.



Flying around the galaxy can be an awe-inspiring experience - everything's just so bloody big! To get a sense of the scale of some of the objects here's a shot of your tiny Eagle one-man fighter entering a spacestation. This spacestation, however, is miniscule compared to some of the craft in the game.





The attention to detail thoughout Frontier is incredible - note here how the spaceship trails smoke from the points where my laser is striking it. Absolutely stunning







You may remember that during our three-part WIP on Frontier we ran a draw allowing four lucky readers to christen a spacestation, moon or planet in Frontier. And just to prove that we didn't just throw all the entries in the bin here's a shot of Morgue's Mortuary, a popular port-of-call for the galaxy's scum. We can't remember the name of the person who came up with this imaginative name but they're out there. Somewhere.

THE GALAXY AS A PLAYTHING

Frontier's galaxy is a binary rendition of our very own Milky Way. David Braben has spent literally years making sure that all the astronomical data is as accurate as humanly possible. Of course, some liberties have had to be taken here and there - our knowledge of the universe is still limited. Even so, where guesses have been made they've been educated guesses.

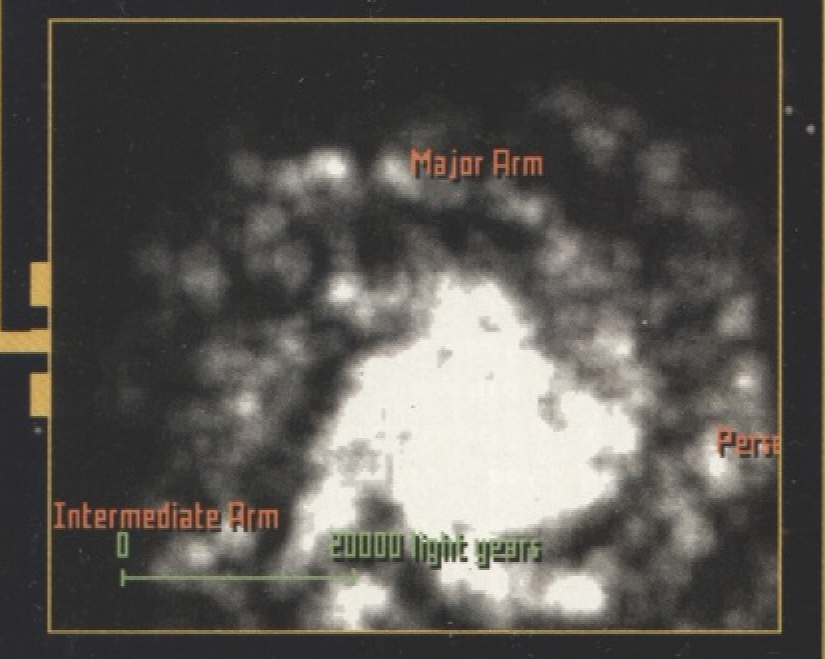
The visible result of all this work is the game's galactic map, a vast diagram showing the relative positions of all the stars in the galaxy (well, the ones you need to know about for the game, anyway!). You could spend hours playing about this without ever bothering with the trading and combat. Here's why...

So here it is - the galaxy map. Using the keyboard's cursor keys you can pan around it at will, and with the mouse you can rotate it and view it from any angle. Using the icons at the bottom of the screen you can layer on as much additional info as you want, such as system names, major trading routes, stuff like that. Each star system has a coordinate related to this map to help you find your way around.

Once you've found a star system you find interesting you can call up a whole bunch of information screens about it, detailing such things as its major imports and exports and its social structure, i.e. which side it belongs to, its political system, etc. This screen here gives you a rough overview of the system - in this case our solar system - along with some astronomical data at the bottom of the screen.

You can view any solar system up close at the touch of an icon. Like the galactic map you can spin it around and look at it from any angle, and zoom in and out till your eyes go funny. You can even control time, fast-forwarding and rewinding it, to see how the planets orbit each other.

If you really want to get an idea of how small and puny you are in the great scale of things then come here. This screen shows you a plan view of the galaxy with the currently-selected solar system shown along with any near neighbours. Like all these maps, you can zoom in and out freely.



THE VERDICT

Truly, Frontier is a galaxy of wonders. Even after six pages about the game there's still so much I haven't told you about. But then, perhaps that's just as well, as half the fun of Frontier comes from venturing out into the unknown, never being quite sure of who or what you'll encounter. I have to admit to being one of the few people who wasn't totally obsessed with Elite - while admiring its depth and vastness I found it far too much like hard work to get into, and only ever progressed as far as flying away from a spacestation, turning around to zap it and then dogfighting with the police who came out to deal with me. I had no such problems getting into Frontier, however, as the missions get you involved straight away, with trading relegated to something you can dabble in if you feel like it. Within half-an-hour of starting play I was completely hooked. I don't need to tell you that the graphics are stunning - you can see that - but they do chug badly when you're flying around cities and big spacestations. Fortunately, though, the game is still playable because you can leave your autopilot to take you in to places like that, and in space where the all-important dogfighting occurs the speed is fine. The only really disappointing aspects of Frontier are its sound - the effects are a little weedy and the classical music snatches unimpressive - and the bulletin board screens, which are a little bland and lacking in 'local colour'. But I can forgive the game those faults as everything else about it is simply phenomenal. Like Elite before it, Frontier is a game that rises above its feeble competitors like a colossus and will be talked about in awe and admiration for years to come. It's better than you could ever have dreamed it'd be.

A500/600



Publisher: Gametek
Developer: David Braben

£TBA Out Now

Hard Disk Installable

Mouse/Joystick/Joystick

Memory 1Mb | Disks 2

GRAPHICS 97%

SOUND 65%



PLAYABILITY 98%

LASTABILITY 92%

OVERALL 96%

A1200 **CD32**

Frontier benefits greatly from the A1200's greater processing power - everything's that bit smoother, making for a far more pleasant playing experience. In fact, David Braben claims that the A1200 version could run much faster but because the graphic code uses the blitter a lot (which runs slower than the A1200's 68020 CPU) it's effectively 'reigned in'. David hopes to do an A1200 version with 256 colours and even a CD32 version which could include texture-mapped spaceships. Here's hoping.

CARDIAXX

Brace yourself, Team 17 fans. For the first time in a couple of years the Wakefield software giants have let us down. Simon Byron explains why...

Brring-brring; brring-brring. "Hello, Team 17 Software."

"Hello, can I speak to Martyn, please? It's Simon from The One 'magazine'."

"Sorry, he's gone out for the rest of the afternoon. Can you call back later?"

"Er, okay. Bye."

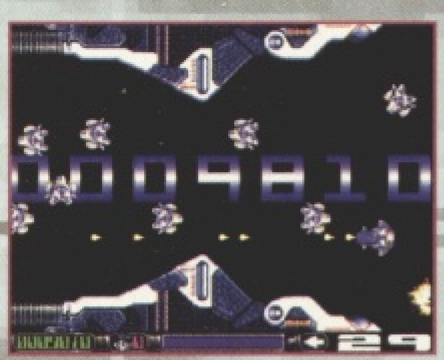
Damn. I was hoping for some additional information about Team 17's latest budget title. I'm sure I've seen it somewhere before, you know.

Hang on - news just in. It's true! Cardiaxx was originally published by Electronic Zoo. However, it hasn't been a case of simply sticking the disks in a smart new box. No, Team 17 have tweaked a few of the gameplay elements and added some of their much-sought-after magic dust (for extra sparkle) to create what they hope is a perfect budget release.

For the benefit of those who haven't had the 'pleasure' of playing the original game (and that includes me), here's a quick rundown of what you have to do. You're Pope, the pilot of the Stolen Heart, who's been charged with the task of fighting off hordes of alien slime-baskets. They attack from either the left or the right of each horizonally-scrolling level, and by picking several waves of them off within a set time limit you can progress to the next stage via a tiny sub-game thingy.

With Team 17 currently holding the top four places in the budget charts it seems as if anything with their monicker attached to it will outsell virtually everything else. Just one sniff of the Team 17 logo is enough to send all potential purchasers delving deep into their pockets. But if you've got any sense you'll read the Verdict to your right before you part with your cash.

Cardiaxx is a bit unconventional in the way it allows you to progress through the levels. Your on-board computer will announce the arrival of an alien attack wave and you've a set amount of time to wipe out each alien ship. If you run out of seconds then the game is over but successfully clearing a wave may add some time to your diminishing supply.



Once a wave is cleared you'll most probably be awarded a bonus. Extra energy and time are the most needed but additional firepower never goes amiss, especially if the gift includes three-way shot. Once you run out of energy you lose a life and your weapons downgrade to a weaker form of the one you're carrying. Notice the way the score is displayed in the middle of the screen? Crap, isn't it?



The Deep Space level is a sub-game, where your objective is to reach the other end of the level. There's no time limit here as you're constantly forced from left to right, and the removal of the walls at the top and bottom of the screen means that you've got much more room to manoeuvre. You shouldn't find any problems here if you keep your wits about you.

THE VERDICT

Well, it had to happen eventually, didn't it? Yes, even the mighty Team 17, the Take That of computer game publishing, had to come up with a dodgy release sooner or later and Cardiaxx is most certainly it. Granted, it's only a budget game but even so it's not the kind of thing you'd expect from them at any kind of price. The graphics aren't too bad and the sound (if you ignore the almost incomprehensible Amiga speech) is okay, but it's in the playability department that Cardiaxx falls flat on its face. If the ship could remain stationary instead constantly being forced along horizontally then it would have been a damn sight easier to play but this, coupled with the scrolling which lags behind dreadfully during certain attack patterns, makes the task of adhering to the strict time limit nigh-on impossible. This time limit is the most frustrating part of the game - you could live with losing a life whenever you take too long, but having to restart every time the clock reaches zero is a bit too much. Another problem with Cardiaxx is that it lacks any kind of drive. There are no surprises or edge-of-the-seat set-pieces to hold your attention or urge you to have just one more go - something which is always necessary in an out-and-out shoot-'em-up. In an over-crowed market Cardiaxx won't compete too well, especially when you consider that you can pick up probably the best example of the genre, Project-X, for the same price. And that, my friends, is what I'd advise you to do.

A500/600

Publisher: Team 17
Developer: Eclipse Design
£10.99 Out Now
Hard Disk Installable
Joystick
Memory 1Mb | Disks 1

GRAPHICS	74%
SOUND	70%
PLAYABILITY	65%
LASTABILITY	68%
OVERALL	66%

A1200 / CD32

There are some things in life which don't make any uses of the A1200's super-fast capabilities and Cardiaxx is just one. A CD32 version looks unlikely at the moment.

A STATE OF EVASION

IS THIS JACK T.LADD?

Information received early this morning suggests that the infamous debtor Jack T.Ladd, currently being chased by the Interstellar Revenue Decimation Service, is indeed at large.

This photograph, taken by avid amateur photographer and trainspotter Wilbour A. Pratt, shows a man believed to be Jack T. Ladd, leaving the famous nightspot Vagrants. A favourite haunt of gangland bosses and soap stars, the club is in the heart of the capital and is reputed to serve the most expensive drinks in the universe. The photograph was taken at 3.00 am and the blonde accompanying our suspect is believed to be a Miss Fifi LaMour, a talented young actress and exotic dancer.

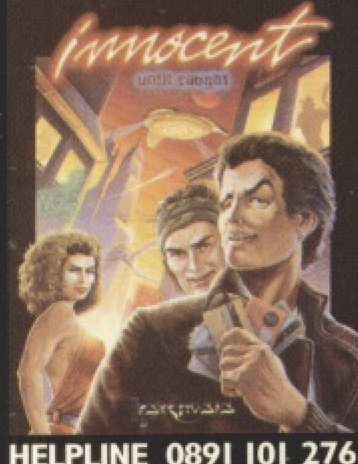
A representative of the IRDS comments "If this is indeed the man we are seeking, I'd like to know how much he spent at the bar, by rights that money is ours."

Already known to have visited three planets, one Cloud City and at least four bars, this picture provides a vital clue in tracking down Jack T.Ladd.

If you have any information on his whereabouts please contact your local tax office.



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All calls cost 36p per minute cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

WIN a fabulous Innocent Until Caught baseball jacket. Just answer this simple question: Who is Chasing Jack T.Ladd?

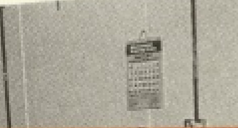
a) MI5 b) the IRDS c) the FBI

Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Who is Jack T.Ladd? Psygnosis Competitions, Dept.1770, Winterhill, Milton Keynes MK6 1HQ, UK.



UNITED STATES OF PSYGNOSIS ANNOUNCEMENT

Warning – Jack T.Ladd is armed with 10Mb of data, superb gameplay, realistic 8-way movement, SmuttiText™, CensoRound™, CyniPlay™. For the sake of your morals and sanity avoid him at all costs. If you have already encountered this man and are facing a dilemma call the Innocent Helpline.



FROM THE UNITED STATES OF PSYGNOSIS

No prizes for guessing that this isn't an educational package presented by Noddy. Matt Broughton pulls on his welly boots and prepares to deal out death in Psygnosis' latest stomp-romp.

THEATRE OF DEATH

Games players are sick people really. If they're not busy destroying aliens (who, I might add, are probably just as scared of you as you are of them) then they're bouncing around seemingly drug-induced platform worlds collecting jellies. Even more worrying is their lust for taking part in horrific war scenes filled with death and destruction. I mean, there's poor old grandad sitting in his chair in the corner of the living room, trying to forget the horrors of war, chatting to item after item of confused Tupperware that, to be quite frank, really isn't equipped to respond, and there you are running around the inside of your computer world killing anything who happens to look vaguely human.

Well, now I've got that off my chest, I suppose I'd better let you in on the next opportunity to murder lots of people in cold blood: Theatre Of Death. It isn't exactly the most subtle title we've ever seen but, then again, neither is the game. You take control of a squad of troops who must be led through a number of increasingly difficult missions that will take them over grasslands, desert, frozen wastes and even the Moon. Initially the missions just ask you to dispose of enemy forces found in a particular area, but as you progress you will be called upon to rescue hostages, retrieve stolen vehicles, escort defecting enemy troops and so on.

You have a limited amount of weapons to use during each mission, along with tanks, armoured transports and helicopters. In later missions you can call upon your bombers to level enemy areas as well as call up reinforcements. Everything is viewed in a 'from above and over a bit' sort of way, with you able to point-'n'-click control an entire unit by giving orders to the commander or single troops by selecting them individually. Everyone has a health rating and an overall morale rating, both of which are boosted (fairly obviously) by finding food in boxes and killing people respectively. Not that there's anything respectable about killing people.

Death death death, bosh bosh bosh, and need I say it, guns guns guns. (©1993 The One's Book Of Favourite Sayings. Penguin; £7.99 UK.) (It's a quote from the movie Robocop, actually Matt. - Dave.) (You don't say. - Matt.)





On some of the later missions, you can call in for help from your HQ. By giving map coordinates, bombers can be sent in (accompanied by Indiana Jones theme music!) to carpet bomb the specified area. This is particularly useful if you can target a mass of enemy units travelling across one part of the landscape - boomshanka! You can also call for reinforcements, at which point a helicopter will arrive and deposit a fresh new platoon for you to massacre. Enthusiastic chaps, aren't they?



You can control single soldier or an entire unit by either clicking your red cursor over a normal soldier or a commander (who's shown as a different colour). Once you have control, pointing at a location and clicking on the left button will send them there, while a click on the right button will get them firing. You control vehicles in the same way, but with additional controls (land or halt), as shown in the bottom left of the panel. From this panel you can also call up your reinforcements and bombers, as well as access the map, satellite views and check on your strength, ammo and co-ordinates.



You'll normally start each mission armed with only a gun along with a few grenades if you're lucky, but help is at hand in the form of these ammunitions sheds which are dotted around most of the mission areas. Upon entering, you can choose from the weapons on offer which range from ammo clips for your gun to dynamite, grenades and rockets. Ammo can also be collected from the many boxes left on the ground along with health and extra points.



Should all of your men be killed, or if you chicken out of the missions at any point, it is deemed that you should be sent home in a plastic bag. From what I can gather though, when you get there someone must unzip it and bring you back to life because you get taken straight to the world map and are allowed to retry the mission as many times as you want. After a successful mission, you are given a password that will allow you to return in later games with exactly the same number of missions completed. Phew! Thank Psyggy for that!

MISSION 12: DRIVING THEM MAD

2 CONVOYS OF OUR VEHICLES CARRYING VITAL FUEL AND MEDICAL SUPPLIES FOR OUR TROOPS HAVE BEEN AMBUSHED.

THESE TRUCKS ARE ISOLATED FROM OUR TROOPS AND MAIN HQ HAS REFUSED TO SEND OUT REINFORCEMENTS DUE TO LOW FUEL RESERVES.

SCANNERS ALSO INDICATE ENEMY JETS AND CHINOOKS CIRCLING THE AREA.

ALL ENEMIES MUST BE DEALT WITH.

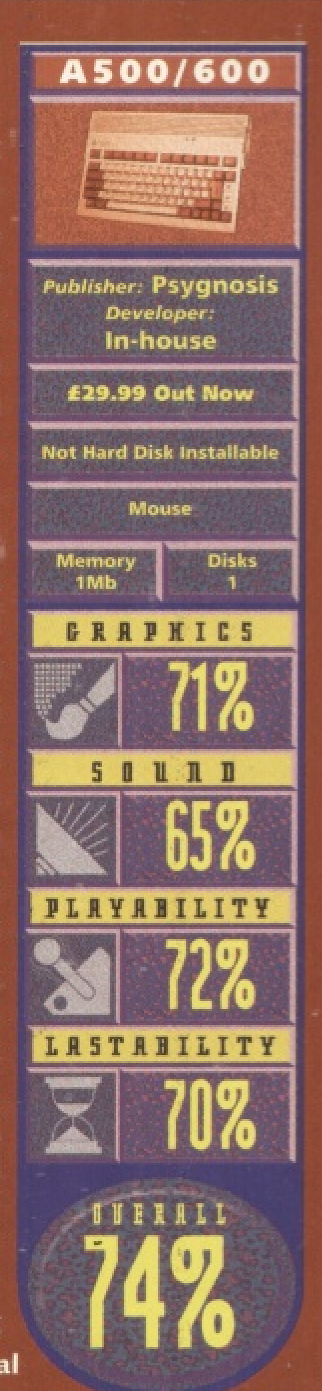
ACCEPT

The game progresses through four different zones - grass, desert, snow and lunar - and your overall success is plotted along the way on this world map (shown inset). Blue flags show completed missions, white flags show missions available and red flags show missions not yet available to you. Clicking on a white flag gives a mission briefing which you can decide to accept or reject. There will generally be at least three missions available to you at any one time.



Accessed at any time from the main screen, the map gives a wealth of information. Using the vertical buttons on the right you can opt to view both your and enemy units, whether they be troops, tanks or helicopters. The general stance of your troops can also be set to either attack, defend, retreat or patrol and they will do their best to comply when you're not in direct control of them. The grid reference gives coordinates for attacks or bomber raids, while the 'morale-o-meter' gives a fair indication of how the two sides are doing. The skull, incidentally, makes you run away like a girl. (Sexism complaint letters to Matt please. - Dave.)

THE VERDICT



Everyone loves a decent killing game, but in all honesty this one left me feeling a bit empty. The graphics are okayish, but they seem a bit uninspired and the men lack any real character. As a result, you don't really worry about them being killed off and just find yourself picking another one as soon as Johnny Doe cops it. One thing I really must pull the game up on is its supposed 'artificial intelligence'. I realise that the landscape needs to have obstacles to be negotiated but it's just so damn annoying to give your men a destination, leave them alone for a couple of minutes and then return to find them walking like brainless plonkers straight through deep water or into electric fences. They don't seem to be able to handle walking anywhere near trees either - just sort of wandering around it back and forth in a confused attempt to find their commander. The enemy intelligence isn't much more impressive either - they can be easily fooled into going after decoy men while your real troops steam in and do whatever they want. They also seem quite happy to just walk into you, asking to be picked off one by one. Moaning aside, there's a copious number of interesting missions to get through, some of which certainly won't be completed for some while. The screen scrolls around quite well but it can be a bit of a handful trying to control three different platoons with the mouse while scrolling around the map with the cursor keys, although it's something you get used to after a few missions. The sound is fine, with decent weapon noises accompanied by quite juicy screams and evil chuckles when men get killed. Overall this is a welcome addition to the killing/strategy genre, but looses points for lack of intelligence (and thus the lack of real strategy possible) and also for its slight characterless-ness.

A1200
CD32

The standard game runs identically on the A1200 but Psygnosis are currently looking into enhanced versions for the A1200 and CD32. I would like to point out that even though I have a fairly large box to write in here, I have next to nothing to say.

WIZ 'N' LIZ



HOME SWEET HOME

This is Wiz 'n' Liz's home, complete with bubbling cauldron outside and a doorway to the 'crossroad' of lands. Any ingredients that have been brought back from completed lands or bought in the shop (which itself can only be visited by mixing a banana and tomato spell) will hang attractively in the air waiting to be plucked down and thrown in the pot.

There are only two ingredients per spell, so the number of possible permutations is huge. Spells can do anything from award bonus points to double your time limit. Some change your characters around while others do absolutely nothing. There are also a number of sub-games to be found, such as this one (right) where you can bet stars on your ability to guess the correct meaning of strange words.

Someone's stolen all our wabbits and, to be quite frank, we're not happy. Matt Broughton wipes the tears from his eyes and storms into Psygnosis' latest console-esque cutesy romp.

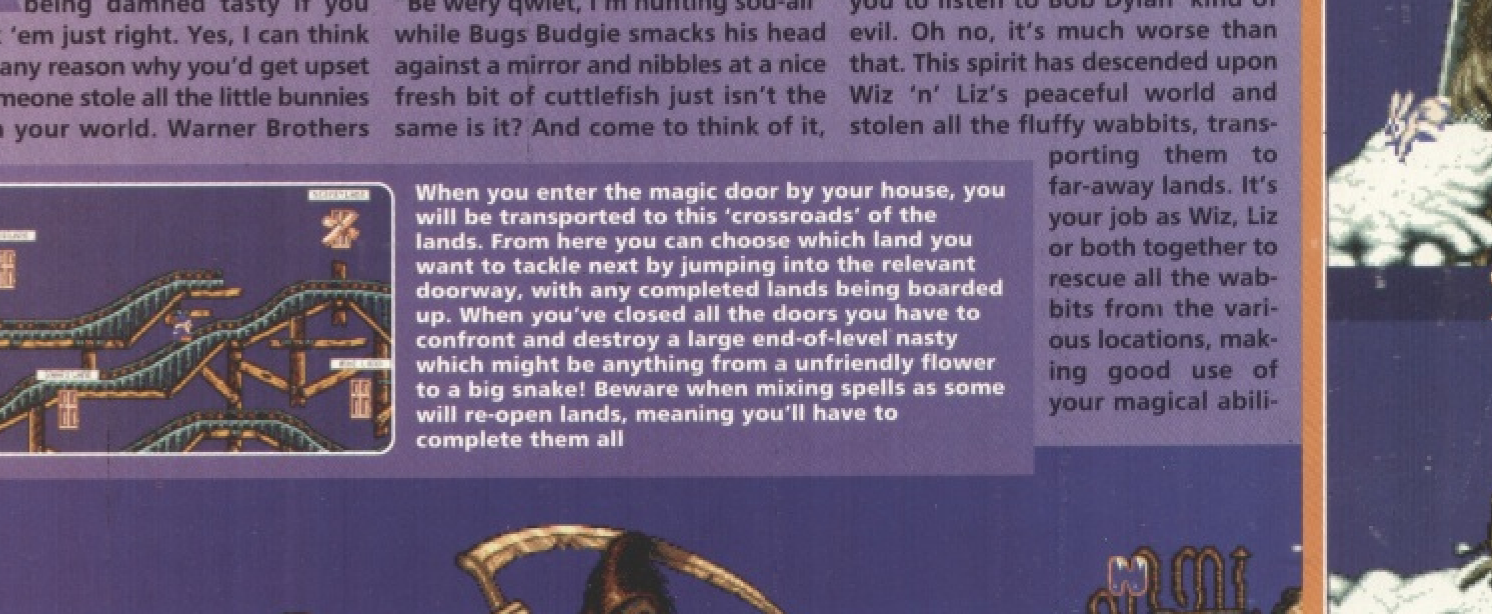
Rabbits. Fluffy, cute and affectionate - not to mention being damned tasty if you cook 'em just right. Yes, I can think of many reason why you'd get upset if someone stole all the little bunnies from your world. Warner Brothers alone would lose millions - after all, Elmer Fudd prowling around saying "Be wery qwiet, I'm hunting sod-all" while Bugs Budgie smacks his head against a mirror and nibbles at a nice fresh bit of cuttlefish just isn't the same is it? And come to think of it, Watership Down would've been a bit of a non-event as well.

Why, you might ask, am I going on about rabbits? Ah-ha, you obviously haven't looked at the screen shots yet or you'd know, for rabbits (or, in fact, wabbits) are the main element in Psygnosis' latest, a smart conversion from the Mega Drive.

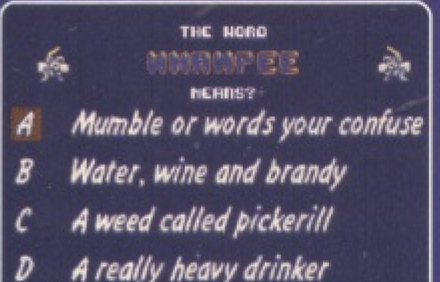
Wiz and Liz are two elderly magicians who have been alerted to the existence of an evil presence. Now when I say evil, I don't mean 'force you to listen to Bob Dylan' kind of evil. Oh no, it's much worse than that. This spirit has descended upon Wiz 'n' Liz's peaceful world and stolen all the fluffy wabbits, transporting them to far-away lands. It's your job as Wiz, Liz or both together to rescue all the wabbits from the various locations, making good use of your magical abilities along the way.

What this all boils down to is a good old fashioned romp with running/jumping cuteness everywhere. Magic is accessed by finding and buying fruit and veg which can be mixed in a number of ways to create many and varied spells, helping or

When you enter the magic door by your house, you will be transported to this 'crossroads' of the lands. From here you can choose which land you want to tackle next by jumping into the relevant doorway, with any completed lands being boarded up. When you've closed all the doors you have to confront and destroy a large end-of-level nasty which might be anything from a unfriendly flower to a big snake! Beware when mixing spells as some will re-open lands, meaning you'll have to complete them all







hindering you as you bound through the different lands retrieving wabs. Difficulty levels can be set before hand, and competitive rules and handicaps can be set for the two-player head-to-head. And that's it in a nutshell, so grab your magic wand and let's be away.





Completing each land is easy in theory, but not necessarily easy in practice. The first thing you need to do is to bump into as many wabbits as possible thus releasing a letter, which (when collected) will fill in the empty word at the top of the screen. Once the word is complete, you have to collect the stated number of wabbits before your time runs out. The wabbits will now release extra time icons, bonus letters and the all-important spell ingredients.



You need to collect a number of spell ingredients, shown as a bar at the bottom right of the screen. Once you've got enough the ingredient will magically appear and happily follow you wherever you go, allowing you to lure it back home so that it can be mixed in the cauldron. Some wabbits also give out stars which can be used as currency for buying ingredients in the shop or for gambling in the sub games.

The game takes on a different feel altogether when played in the Sonic 2-esque split-screen two-player mode. Although the basics of the game remain the same, you race to complete each land before your opponent. None of the magic spells appear, but you can steal each other's letters. As you can see here, Wiz has completed his word and has collected all his wabbits, while Liz still needs five letters and more wabbit than Sainsburys (© Chas 'n' Dave).



THE VERDICT

Wiz 'n' Liz has been well received on the Mega Drive and I'm glad to say that it's survived the conversion to the humble Amiga extremely well. Everything about it screams 'sharp, cute and well presented', right down to all the nice little touches like the numerous sub-games and spell effects. There are lots of obvious Sonic-inspired features all over the place - it certainly runs at an impressive pace - but it has enough gameplay to make it more than just 'mindless but fast'. The general objective of the game is, admittedly, fairly repetitive but the ever-decreasing time limit adds to the pressure, while the spell-mixing element adds an extra challenge - namely seeing what all the different spells do. The Overall mark's a bit lower than it could've been, basically just because of how quickly you can get through a fair bit of the game. But in honesty this isn't the sort of game you have to play to win, you can just play it for the sheer fun of it - and Wiz 'n' Liz provides fun by the bucketload, especially when played by two people which is when it really comes into its own. You should've heard the screans of rage emanating from the games room as I thrashed Dave for the zillionth time running! However, even though the game is at its best with a second player, it still has enough character to keep you coming back for more even if you do play it on your own. It's simple, addictive and, at the end of the day, an excellent little game that's a delight to play. And I've just noticed that all that I say, rhymes very nicely - huzzah and hooray!

A500/600

Publisher: Psygnosis
Developer: In-house

£25.99 Out Now

Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS	81%
SOUND	80%
PLAYABILITY	87%
LASTABILITY	84%
OVERALL	86%

A1200 **CD32**

On the A1200 Wiz 'n' Liz doesn't suffer from any of the occasional screen 'slow down' that the standard version does when things get busy. If you're hoping for an enhanced version for your A1200 or CD32 then I'm afraid you're going to be very disappointed as there won't be any. Boo-hoo!



URID

Tricky things, sequels. Especially sequels to well-known classics. And you'd think it'd be so easy, wouldn't you? Give 'em a bit more of what they liked before with a few minor changes and they'll go wild. At least, that's the theory.

And it often works, especially with game sequels. After all, they're limited by their structure and gameplay anyway so there's not really a lot of leeway to do something totally different. If you bought, say, Uridium 2, and when you loaded it up it turned out to be a cutesy platform romp you'd probably be a little miffed I expect (unless it was very good).

Sure enough, then, that's what you get with Uridium 2 - more of the same but much, much better. However, as the original Uridium appeared on the C64 aeons ago I suspect most of you have only heard about it in fable; a long-distant dream of times gone by when computers loaded from cassette.

As before, six fleets of alien dreadnoughts are slowly approaching the Earth, leaving charred husks of once-colonised worlds in their wake. A lone Manta fighter is launched to intercept them, the theory being that a small ship might just be able to slip past its mighty defences, find their weak spots and destroy them.

The theory works; the dreanought defences are geared to deal with assaults by cruisers and battleships. However, there are still each dreanought's on-board fighters to deal with. The scene is set for the Mother Of All Space Battles...



Power-ups appear if you manage to wipe out a complete wave of enemy fighters and offer various point bonuses, temporary shields and weapon upgrades, each with their own advantages and disadvantages. Most enjoyable are the bombs, allowing you to sweep across the ship, blowing the crap out of any deck installations. You can only have one weapon on the go at a time, but if you get bored with it you can revert back to your standard double laser at any time with a waggle of the joystick.



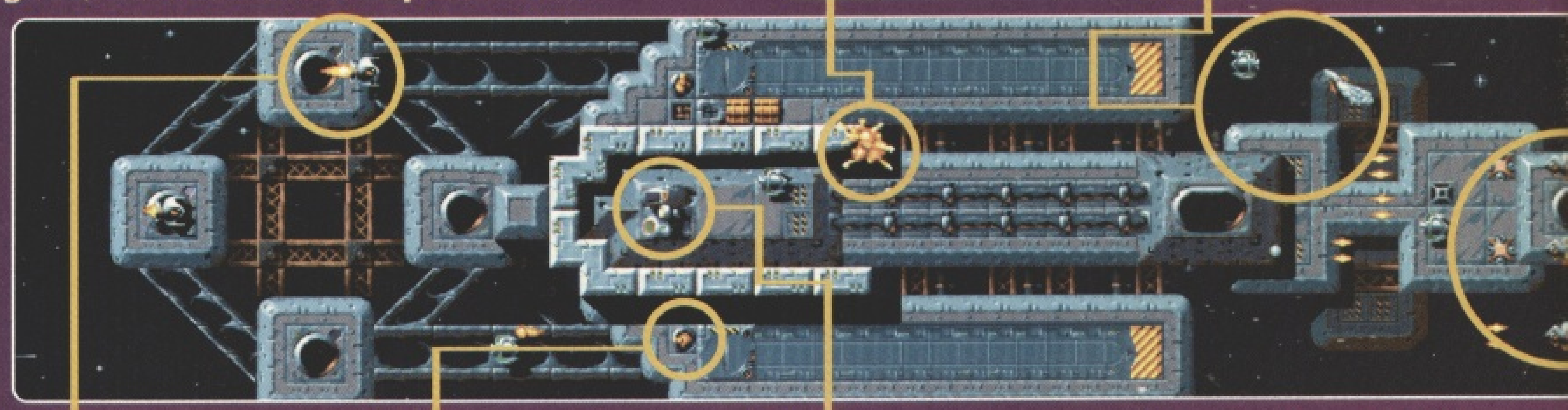
Once you've landed on a dreadnought your pilot will enters its reactor and a bonus sub-game. You task here is to blow away the shields surrounding the core and thus destroy it, a simple job made tough by the core's defence systems, the weird gravity, your pilot's inertia and the recoil from your gun. Do it, though, and bonuses will start to appear as rubble pours from the ceiling. You can summon a warp back to your waiting Manta at any time if your shields are taking a battering.

LOOK AT THE SIZE OF THAT THING!

Unlike the first game, which only allowed you to fly left and right along the dreadnoughts, Uridium 2 introduces vertical movement as well. This here piece-together shows you about a third of one of the medium-sized dreadnoughts so, as you can guess, some of the later ships are HUGE!

Look out for that wa... Too late. Crashing into a wall is not a noble way for a pilot to end a distinguished combat career.

Apart from gun turrets, some dreadnoughts have homing missile defences. These tend to be fairly slow and stupid, and are not too much of a problem to deal with.



If you see a hatch or an opening on the dreadnought's hull then take care. While most of the alien ships appear in waves, zooming in from left or right, some may pop up from the dreanought's interior docking bays and launch surprise attacks.

Each dreadnought is festooned with tiny gun turrets and they can be easily overlooked as you concentrate on downing the incoming alien fighters. You can be sure, however, that they won't overlook you. A quick blast from your lasers will sort them out.

These weird-looking deck features are jammers. They cripple your long-range scanner, making it impossible for you to see if walls or aliens are approaching. If you pick up any torpedoes or bombs take them out ASAP.

DIUM 2

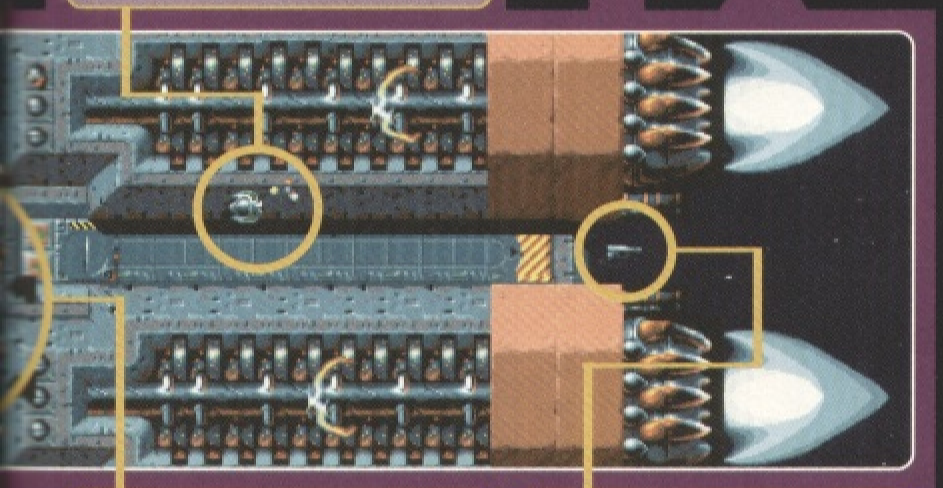
Andrew Braybrook returns to familiar territory with his latest, a 90s updating of his Commodore 64 classic. David Upchurch, who was a big fan of the first game, goes postively ga-ga over the triumphant result.



Your Manta can do a lot of damage but even so it's not powerful enough to blow up a dreadnought. So your aim is to find a suitable place to land, allowing you to plant bombs in the reactor core and hopefully nip off before they explode. You're only allowed to land, however, when a set number of alien attack waves have been dealt with. Certain ships and installations release special 'Victory Points', however, which reduce the number of waves you have to face and thus allow you to land sooner.



Uridium 2 offers a whole host of one- and two-player game options. You can choose to fly alone, with a drone co-pilot or a human co-pilot. In the latter case one player is the lead Manta and controls both players' speed and general movement over the dreadnought, while the other is a wingman who is lmited to vertical movement around the lead's position. You can also play a more traditional two-player game where you alternate turns between lives, flying with or without a drone co-pilot.



The dreaded Uridimine! If you hang around one part of the ship too long these will be fired at you. Like the missiles, they home in, but they're faster and much smarter. Run away!

Turn, dammit, turn! If a wave of fighters is sneaking up behind you, the best tactic is to turn back to face them. While you flip over you're temporarily above their line of fire and thus can't be shot down.

Your Manta can be made to spin onto its side, presenting a smaller target to the enemy and allowing you slip through gaps in the dreadnought's walls. This dreadnought is relatively 'open plan', but later on space can get really tight so learn the skill now.

THE VERDICT

The beauty of Uridium 2 is that, unlike most modern shoot-'em-ups, progress relies purely on the player's arcade skills and not simply on learning where and how the aliens will attack you or amassing a battlecruiser's-worth of power-ups. This makes Uridium 2 a bit of a sod to play at first, and you'll lose many a Manta as you slowly but surely learn how best to pilot it. Once you've acquired that ability, however - and it doesn't take that long, to be honest - you'll find Uridium 2 one of the dreamiest, most satisfying blasts you've ever had the privilege of playing. It's a show-off's delight, in fact, and good players will have any on-lookers oohing and aahing in appreciation as they zip nimbly between narrow gaps on the dreadought's hull, casually flipping over to zap an incoming alien squadron then spinning back to take out a few gun turrets and launch pads. All the same, gaming weeds ought to be warned that this isn't the easiest of shoot-'em-ups, and even those geezers who boasted that they beat Project-X two hours after buying it will spend many a long night pulling out their few remaining tufts of hair as they mistakenly plough straight into a wall for the fifthieth time. It's worth all the heartache, though, as the sense of achievement you earn from defeating each dreanought is beyond description. My only moan (and it's a small one) is that the 'exploding dreadnought' sequence isn't a patch on the original one and doesn't quite give you the pay-off you feel you deserve when you complete a level. That aside, Uridium 2 is without doubt a true classic and an essential addition to your software collection. Buy. Now.

A500/600

Publisher: Renegade
Developer: Graftgold

£26.99 Out Now

Not Hard Disk Installable

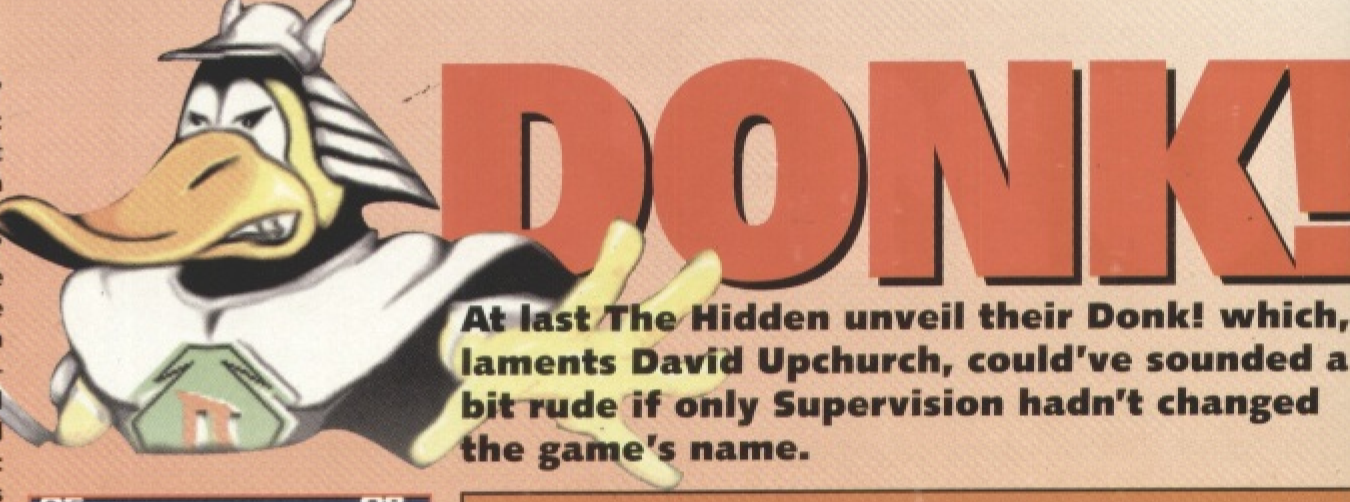
Joystick/ Mouse

Memory 1Mb | Disks 2

GRAPHICS	89%
SOUND	97%
PLAYABILITY	90%
LASTABILITY	92%
OVERALL	91%

A1200 **CD32**

Uridium 2 takes great advantage of the A1200's superior power and memory. Graphical tweaks have been added here and there - smoke trails from the homing missiles, spent bullet cases falling away from the pilot's gun, that sort of thing - and there's a special A1200-only 'Mayhem' game mode for those who reckon themselves real star players. Also, as each fleet of dreadnoughts is loaded in they are stored in memory, eliminating any further disk accessing time. All in all, very nice. A1200/CD32-specific versions are being considered but there are no definite plans as yet.



At last The Hidden unveil their Donk! which, laments David Upchurch, could've sounded a bit rude if only Supervision hadn't changed the game's name.

Donk! Not laughing yet? Well, I'll say it again then: Donk! Come on - smile at least. Donk! Donk! Donk! Donk! Oh dear, still no result.

Why do people have to fiddle? Donk!, the first commercial release from former Shareware starlets The Hidden, used to be called the much naughtier-sounding Dong! And naturally, as we're so grown up and mature here at The One, that used to cause a lot of word-play hilarity: "Have you seen The Hidden's Dong?" we'd say to each other and then all fall about sniggering and giggling. Ah, happy days. (What do you mean - 'saddies'?)

But Supervision obviously decided that a name less innuendo inspiring was called for so they've spoilt our fun by retitling the game Donk! Either way, it's a platform game. You play Donk, a duck with Samurai skills, battling your way through 112 (count 'em) levels spread over seven graphically-varied 'zones', all shown on a Super Marioworld-like map screen. Depending on how you complete each level, new pathways to fresh levels open up, so you can effectively choose your own route to the end of the game.

Each level consists of a maze-like network of caverns and tunnels, dotted with platforms and precious gems. It's Donk's aim in life to collect all the gems, whereupon the level will begin to self-destruct and Donk must make his way to the exit spharpish or be blown to bits. This is a task made harder by the inevitable lethal obstacles like lava pools, spikes and, of course, rampant nasties.

The really unique thing about Donk! is its simultaneous two-player mode, where the screen splits horizontally down the middle with each player having their own scrunched-up playfield to explore. It's a lot like the two-player mode in Sonic 2, a game which you may have heard of. There's no real interaction between the players as such - it's a simple race to get the gems before the other player does.



(Above right) As the player progresses through Donk's world the levels get more and more problematic; the nasties get nastier and the gaps get wider, and on top of that switches come in to play. These toggle some platforms on and off, revealing or sealing off paths to those vital gems. This is where the computer terminals dotted here and there come in handy as walking into them brings up a map of the level, allowing you to plan your routes and find out where any lonely gems are secreted away.



For his defence Donk can perform a spinning jump which sends his sword flying, a-slicing and a-dicing any nasties he bumps into. On top of that he can metamorphose into a rubber duck, allowing him to access a limited supply of superskills such as the power to float, call up an shield, perform a super-leap and even explode, forfeiting a life. Donk's supply of superskills can be increased by collecting the occasional icons left by deaded meanies.

THE VERDICT

Donk! looks stunning, no two ways about it - the parallaxed backdrops are simply gorgeous - but as platform games go Donk! holds few surprises other than how good it looks. The task of collecting gems and rushing to the exit is entertaining at first, but there's hardly any innovation on that theme as you progress through the 100-plus levels, and boredom soon sets in. Donk! also has more than its fair share of playability 'quirks' too - the spinning attack is hard to use at times, especially when leaping from ledge to ledge, the blocky backgrounds can make it hard working out what you can and can't walk on and there are frequent annoying deaths caused by unseen spikes lurking just off the bottom of the screen. Donk! moves very smoothly but the pace of the game is far too pedestrian - there's hardly any sense of tension or excitement, even when the level's threatening to blow. The two-player mode is nice but somewhat pointless as there's no interaction between the players and the lack of urgency means you can't even turn it into a race. Don't get me wrong, Donk! is a good, solid, technically-accomplished platformer that offers a big, big challenge but, graphics aside, it lacks that certain indefinable 'something' to make it really stand out from the crowd.

A1200

Publisher: Supervision
Developer: The Hidden

£26.99 Out Now

Not Hard Disk Installable

Joystick

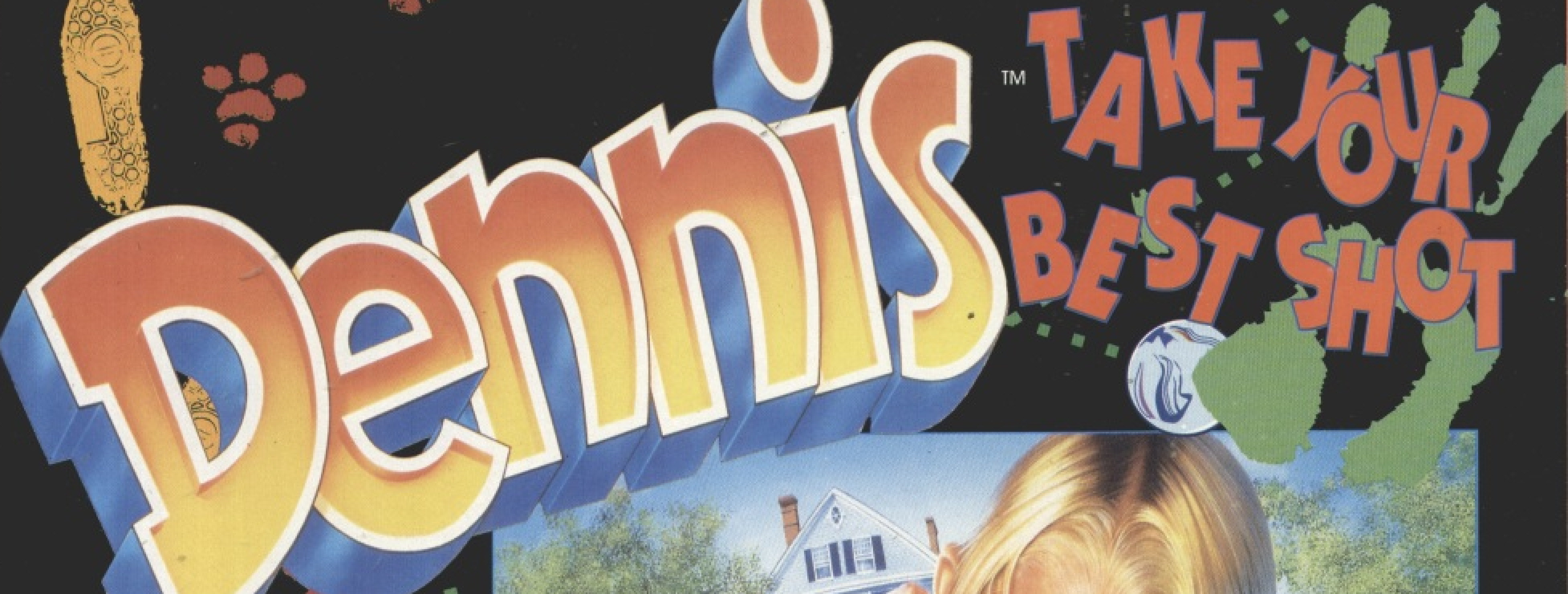
Memory	Disks
1Mb	3

GRAPHICS	89%
SOUND	77%
PLAYABILITY	90%
LASTABILITY	78%
OVERALL	80%

A500/600

CD32

The A500/600 version of Donk! comes on the same disks as the A1200 version - you simply select which one you want when the game loads up. Inevitably A500/600 owners lose the parallaxed backgrounds. This would be bearable were it not for the fact that in their place you get unattractive black blocks which make it marginally tougher picking out the platforms from the backdrops, for some reason. That, and a few minor cosmetic changes, aside the game's the same. CD32 owners, meanwhile, can look forward to their own super-enhanced version of Donk! towards the end of the year. Expect the A1200 game but with loads of between-level animations and extra bells and whistles.

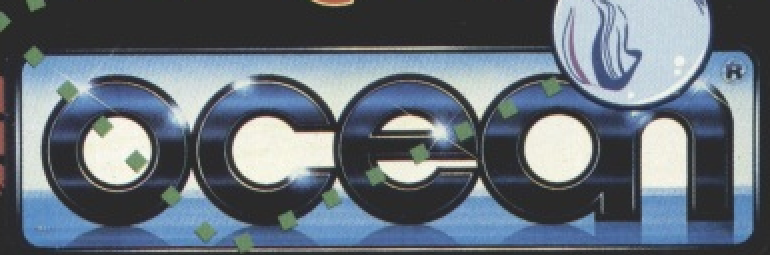


For over 40 YEARS he's been making us laugh... driving Mr. Wilson crazy! Now you can play the sling-shot hero and join in on all his side splitting pranks. Dennis is his name and mischief is his game! So c'mon...





IT'S TIME TO MESS THINGS UP A LITTLE!!!



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BRUTAL SPORTS F

Matt Broughton generally approaches sports with the attitude of 'If I can't win by natural ability, then I'll just have to hurt you lots'. So Millennium's latest should keep him happy for a while...



I don't scare easily you know. I mean, I'm normally the one called in to handle spiders above and beyond the size generally accepted as natural, not to mention having happily bungy jumped 200 foot off some broken viaduct in France. Yep, there's not much that gets me worried. Well, that's apart from one thing - playing Sensi Soccer against John Bennett, deputy editor of our sister magazine PC Review.

He's the sort of annoying player that waits until you've got possession, lets you get into a bit of space and line up your next shot, and then steams in from nowhere to hack your legs off as hard as he can. In fact, it's not unusual to find John with all but three of his players sent off after about 5 minutes of play. Well, now here's my chance to get him back and, I might add, legitimately.

Football is the first in Millennium's Brutal Sports series and takes us in a new direction as far as in-game violence is concerned. Presented in a very Bitmap Brothers-style, the game allows you to take control of a team of fantasy-world warriors with gentle names such as 'Huns', 'Assassins' and 'Thugs' and guide them through knock-out competitions, league games or unfriendly matches played as a best of three, five or just single matches.

From the first whistle you have five minutes to score as many goals as possible while hurting the opposing team as much as possible. You have individual player strength and overall team strength shown on screen which indicates the best moments to steam in for an attack, along wth an on-screen scanner showing each player's position.

The sport element of the game is simple - just get the ball into the opponent's goal by throwing, kicking or walking it in - but the nasty part of the game is much more interesting. Apart from flying tackles, you can punch the opponent to the ground and stomp on his head, not to mention collecting and using the weapons and special powers left about the field. Swords, shields, power gloves, lightning bolts and bombs are just a few of the many toys just asking to be collected and used against the other team.

But don't take my word for it - have a look for yourself.



As well as the results being displayed after each match (as you can see from the inset picture, not only did I thrash them 4-0 but I managed to kill all their players and make a wad of cash in the process!) you can also access a number of statistics. These supply information on possesion percentages, successful tackles, intercepted passes and so on. More interesting, I find, is the information given on the nasty acts carried out. As you can see the opposition is much better at stomping than I am, but check out my punching stats!

IT'S A FUNNY OLD GAME...

You might think rugby or American football looks a bit frightening, but get a load of these moves...

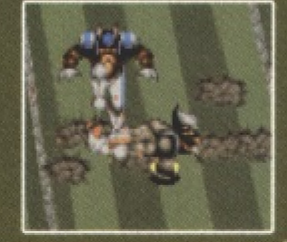
THE FLYING TACKLE

Just about the best way to bring down a running opponent. Guaranteed to stop anyone, this little number also comes with a superb bone-crunching noise.



STOMPING

Once you've floored your opponent you can either grab the ball and speed off or you can stay around and enjoy yourself. Stomping down on helpless knocked-out players may not be ethical but by God it's great fun!



THE HIGH JUMP

One of the few non-damaging moves in the game, the high jump is an impressive way to receive or intercept high kicks, especially if performed while running. Just look at the thighs on that bloke!



THE PUNCH

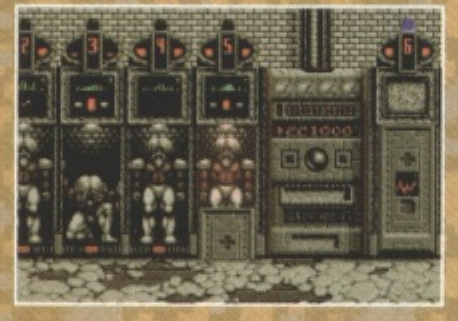
Nice and simple but always a croud pleaser this one. Nothing fancy but it does the trick and, if the opponent is weak enough, it may even floor him, leaving you with the difficult decision - run for the goal or go in for a stomp?





FOOTBALL

(Left) A typical post-match scene! After each game you're treated to a view of the entire pitch so that you can re-live (or re-die) those favourite moments. By this point the ground is more mud than grass, and dead bodies and body-less heads are to be found at every turn. I've won 14-0 here but in fact the game ended because I'd killed every one of my opponents bar one. This is one way to win matches even if you haven't scored as many goals - kill everyone and who's to argue?



(Above) After each league match you get awarded a cash prize, the amount varying depending on your performance. You now have the chance to enter the locker room and use your money to get the men back to full fitness. Each player's fitness is shown by a pulsing graph above their head, while their energy is shown by the 'fullness' of the red area surrounding their number. Here Number 3 is completely exhausted (you want to see them with their heads cut off!), Number 6 is having an energy injection and Number 5 is about to have a wash and brush up. £7.80 gets you a full body wax, a good cut and a Demi-wave. Now he can do what he wants with his hair.

THE SWORD

Swords are great fun. A personal technique I've developed involves leaving the ball on the ground, waiting for the rival players to run in to collect it and then hacking them down. Ha-ha!



BRUTAL TOYS

Help is at hand in the form of many pick-ups and extra weapons, and on offer in the store today are...



BOMBS

Always useful for blowing up people, I find. You have only a few of these to play with so go easy and watch out for your own players.



FIRE BOMBS

Similar to standard bombs but they don't do so much damage to the ground. They also roll around a bit longer than normal.



ICE BLOCKS

Collect the little ice cube and you can freeze you opponents solid for a few seconds. Nice ice!



HARE

Collect this little chap and your players will be endowed with super-speed for a short while.



GO BALL

This little beauty endows the ball with legs. If you collect the power-up the ball will up and scarper for your rival's goal mouth.



SHIELD

Pretty self-explanatory, this power-up cloaks your team members in a temporary forcefield, giving you free reign to do whatever you want.

THE VERDICT

Yes indeedy! I like it. It's lovely to be able to play a game where you don't get sent off every time you hack someone down, let alone hacking their heads off. The game may look as though it could get repetitive, but there are enough icons and different moves available to keep you happy for ages and ages. The presentation is excellent (although fairly Bitmap Bros-esque - but there's nothing wrong in that) and the music is good throughout, as are the superb sound effects during the match - ah, the reassuring swish of someone's head being cleft in twain. The matches last for just the right amount of time, with the first half being fairly sport orientated and the second half turning into major carnage as the teams get more and more knackered. I particularly liked the fact that if you draw, the match goes into injury time, where the ball goes out of play and the winner is whoever can kill the other team first. The pitch is a good size, making it possible to get some technique in without having to run for miles before a goal opportunity, and the number of players is well judged, ensuring very few dull moments. The opponent intelligence is excellent - so far I've not found any cheating ways to score - and it also increases as you progress through the league meaning that you can't keep employing the same tactics throughout. The locker room is a nice touch, adding a limited but adequate amount of 'manager-iness' to the game without holding up the flow of play. The game works just as well in single-player mode as it does with a mate or two (needless to say John 'Vinny' Bennett enjoyed it!) and overall I've got no complaints to voice at all. I had a superb time reviewing this and, as we speak, I'm off for another game!

A500/600

Publisher: Millennium
Developer: In-house

£25.99 Out Nov

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS	89%
SOUND	87%
PLAYABILITY	89%
LASTABILITY	87%
OVERALL	88%

A1200
CD32

The game runs a bit faster on the A1200 but Millennium have no plans to produce a specific version for either the A1200 or the CD32. And, er, that's all there is to say, really.

OSCAR

Matt Broughton enjoys a decent film as much as the next man, but his enthusiasm doesn't even come close to that of Flair's latest hero. Take your seats please, the main feature is about to begin.

Over the past few years it seems as though a large number of people have gradually drifted back to the cinema rather than succumb to the temptation of sitting at home glued to the latest video release or the SKY Movie channel. I have always enjoyed my little trips out to the big screen, and what with the sudden injection of 67-screen complexes all over the place, it's never too hard to find something decent to watch. One of my particular pleasures comes from visiting the ticket office during the day, buying my tickets early, and then returning a few minutes before the film starts so that I can walk through the sweating masses of frantic movie goers waving my tickets confidently and striding to the front of the line. Aha-ha-ha. POWER!

Oscar takes place in one such multi-screen complex where the young enthusiast can enter any of seven magical film worlds and attempt to collect a set number of Oscars (the award type, I mean). These worlds consist of many platforms and a wide variety of creatures who try to stop our mate. Oscar isn't totally defenseless, however, as by jumping on their heads (in true platform stylee) or hitting them with his trusty yo-yo he can 'do them in', so to speak.

Some worlds include underwater areas which will require some careful navigating if you want to find all those hidden prizes while managing to avoid the hungry fish. But don't worry, Oscar always dresses sensibly depending on where he is and will don a wetsuit and goggles whenever he dives into the briny. Bonus levels can be entered by collecting the bonus letters, but make sure you spell the words correctly or you could find yourself in a bogus level (and that isn't even one of our jokes).



Oscar can dispose of baddies by jumping on their heads just like any other platform hero, but he can also make use of the only offensive weapon to be found throughout the worlds - the yo-yo. Though not exactly an obviously violent weapon, Oscar can only take four hits before losing a life so it's quite important that he should be able to attack baddies without risking the dangers of close contact. The yo-yo can also be used to swing from platforms and will stay with Oscar until he loses a life. See, quite useful after all!



Here in the multi screen cinema complex Oscar can enter any of the seven magical film worlds currently showing. A sign outside gives an indication as to what can be expected inside. The films currently showing are Cartoon Capers, Wild West World, The Horror Channel, Sci Fi Encounters, Jurassic Pranks, War Games (a black and white classic!) and Game Show Bonanza (complete with Dusty Bin mickey take). Once you've completed a world, you can enter a bonus room for a points-collecting romp and the chance to find lucky rabbits that reward you with continues.

THE VERDICT

Let's get this straight before we go any further. Oscar looks absolutely superb. You'll never see a game so full of colour and with such a variety of characters and graphical feels. The only problem is that as much as this is one of the game's strengths, it's also one of the game's weaknesses because it's all just a bit too much. When everything is moving it's all very attractive and a joy to watch but when you try to play a game you spend the first few lives of each level bumping into things and trying to work out what's background, what's foreground, what's a platform, what's a baddie, etc. If you ignore the graphics and presentation for just a moment you're looking at at very polished platform game with a huge number of levels to explore and a ton of baddies to deal with. That said, there still isn't anything here with any lasting appeal. The sound is lovely, with some excellent spot effects, and there are graphical treats and gags all over the place - parodies of Dusty Bin and Aliens on their respective levels are just two excellent examples. This, unfortunately, still isn't enough to elevate the game to the Premier League. When I did the WIP on this a few months back, I asked the programmers what they thought makes Oscar something special and the answer they gave was "Just wait until you see it running." I think that this sums it up much better than I can. It looks so sexy even a platform game hater would sit up and take a look but at the end of the day it's the gameplay that should take pride of place not the number of colours you can get on-screen. Oscar is well above average, but if you like originality you might need to see a demo beforehand just to be sure it's worth the cash.

A1200

Publisher: Flair
Developer: In-house

£25.99 Out Now

Hard Disk Installable

Joystick

Memory 2Mb | Disks 3

GRAPHICS 87%

SOUND 85%

PLAYABILITY 78%

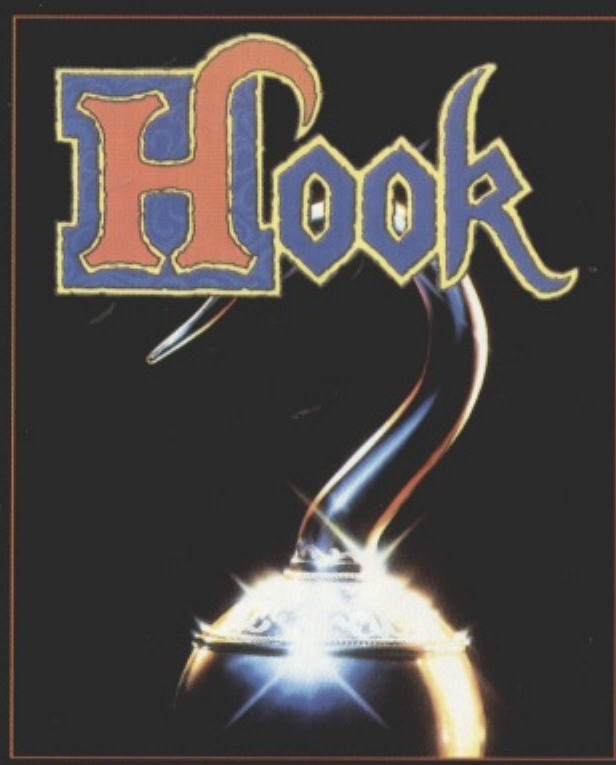
LASTABILITY 80%

OVERALL 79%

A500/600
CD32

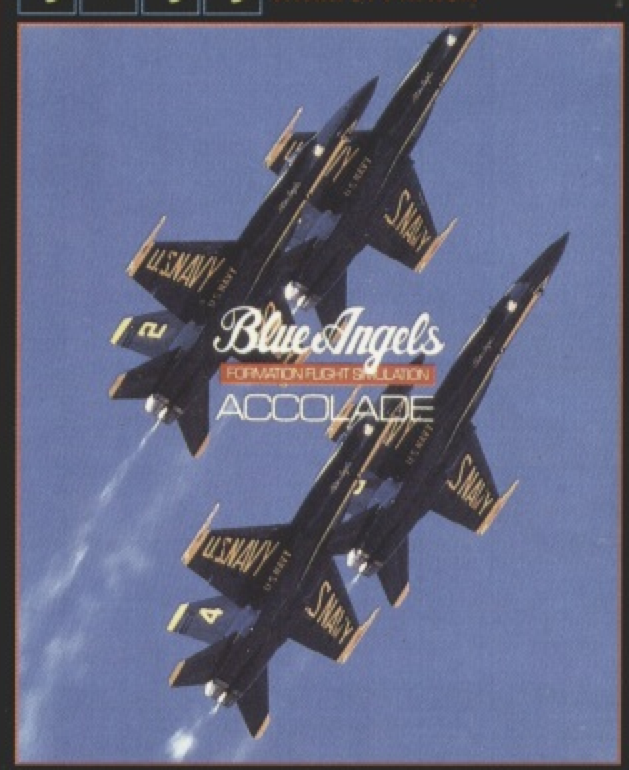
The A500/600 version will feature all the levels of the A1200 game, but with less colours overall. Look out for the Update soon. The CD32 version, which is bundled free with the machine along with Diggers, includes an extra two worlds plus a midi soundtrack and a video-styled front end.

A GREAT DEAL OF QUALITY AT GREAT DEAL PRICES



Peter Banning is a respectable hard-working married man with 2 children, but he is a man with a long-forgotten past which has come back to haunt him... he was Peter pan!
Peter returns home from work to find his children have been kidnapped by his fiendish lifelong enemy, CAPTAIN HOOK.
He must now travel to Never Never Land to rescue them and recapture his lost youth, aided by Wendy, Tinkerbell and all his old friends.

9.99 ATARI ST . AMIGA



Beyond the Top Gun Academy resides an elite echelon of pilots that are truly the best and the brightest. The Blue Angels.
An acrobatic squadron of U.S. Naval aviators flying F/A-18s.
Piercing the clouds on a wing and a prayer, performing precision manoeuvres that defy the laws of physics, to dance with danger.
You'll perform the actual air show manoeuvres that have made the Blue Angels legends of the sky.

9.99 ATARI ST . AMIGA

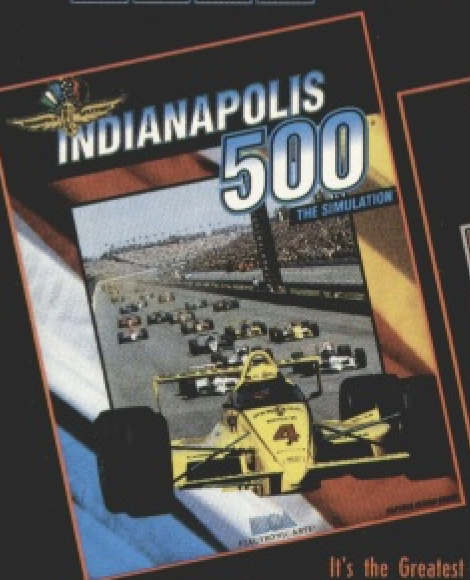
HOOK

BLUE ANGELS

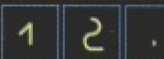
INDIANAPOLIS 500

F29 RETALIATOR

PARASOL STARS



It's the Greatest Race Course in the World.
That's why half a million spectators are here. That's why the world's best drivers are here. That's why you're here.
The experience - At 220+ miles per hour, your car is more aircraft than automobile. Keep all your rubber on the track for a 25 mile sprint or the full 500. Precise control and flawless concentration are required. One wrong move can cost you the race.


12.99 AMIGA



The only flight simulation to provide 100 complex missions over four intense battle scenarios.
F-29 Retaliator presents the fastest and most detailed graphic environment ever seen in a flight simulation. With multiple internal and external viewpoints, multi-player comms option and a wide range of difficulty levels, F-29 Retaliator will suit both the beginner and the expert pilot. You have the choice of two of the world's most advanced aircraft - the F-22 ATF and F-29.

12.99 ATARI ST AMIGA

Get ready for some finger-searing action as BUB and BOB blast their way onto your computer screen.
Use four kinds of elements - Fire, Water, Lightning and Star - to overcome wave upon wave of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikhan!
Whether you play alone or with a friend - stay alert! Your only hope of reaching the final showdown is to unlock the secret of PARASOL STARS!

9.99 ATARI ST AMIGA

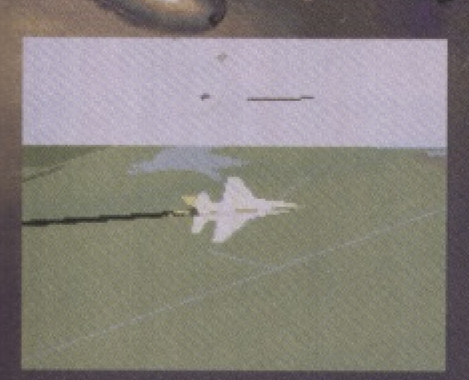
HIT Squad

HIT SQUAD
2 CASTLE STREET
CASTLEFIELD
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TELEPHONE: 061 832 6633
FAX: 061 834 0650



DOGFIGHT

Matt Broughton can be a pugnacious little git when he fancies, and MicroProse's Dogfight offers him a perfect opportunity to get the aggression out of his system with the odds heavily in his favour - just the way he likes it.



The main view is fairly limited most of the time with the off-screen enemies being indicated by green crosses or dots on the horizon. But, as always, you have a number of external views available. These can be particularly helpful as the camera angle will show your craft in relation to the nearest target. This means that you can line yourself up here and then return to the cockpit view for the main event. You can also view things from their craft to see what they're up to.

Up until now, the closest I've ever been to taking part in a dogfight was that bit in the Snoopy cartoons when he used to put on his helmet and goggles, sit on top of his kennel and turn into the Red Baron. Not exactly relevant or useful experience, is it? With this in mind I loaded up MicroProse's latest offering, Dogfight, ready and willing to earn my wings.

MicroProse bill the game as "most definitely not a flight sim". That's as may be, but even so it still features 40,000 control keys (actually I may be overestimating there a little bit to be honest), multiple outside views, a beefy instruction manual and an impressive selection of aircraft to fly. In my book, if it looks like a sim, sounds like a sim and smells like a sim, then I say it's a sim.

Dogfight caters for a wide variety of game styles. Players who prefer their sims arcade-orientated can tackle a one-on-one dogfight against rivals from the same historical era (i.e. a Spitfire against a Junkers Ju88, say) while for traditional sim fans there's a series of missions featuring swarms of enemy aircraft and multiple ground and air targets to destroy.

However, the most interesting variation of all is the 'What if?' game, where you can choose any planes from aviation history (or, at least, the planes the game's got data on) and pitch them against each other to see how, for instance, a Sea Harrier would cope with an attack from a squadron of Sopwith Camels.

It's a great idea, isn't it? But does it work...?

Total 0 — Select Enemy Aircraft — O.K. — F-4 PHANTOM

The game offers you a wide variety of airplanes to fly in, each fitted out with standard-for-the-craft weaponry and equipment. When accepting one of the missions, you're given the option to modify your payload of missiles and bombs if you want, so that you can tailor it to the mission's requirements, i.e. if your targets are mainly ground-based you can swap missiles for extra bombs.

THE VERDICT

A number of our rival mags have rated this very highly but, to be quite frank, I don't see it as 90% material myself. I had high hopes for Dogfight with its promisingly unique angle on the flight sim genre, but in honesty it's fairly limited and the only type of person who'll get a real thrill out of it is one who likes swapping disks a lot. The number of options provided make the game appear packed full of variety, but whichever permutation of craft, mission, etc, you choose you still end up playing much the same game as the last. You don't, generally speaking, get close enough to the enemy craft for a very 'dogfighty' feel. The best you can hope for is a split-second's glimpse of them up close as they whizz past you and you're back to pixel hunting again. The 'What if?' scenario is an excellent idea but it doesn't really work a lot of the time - when you're in a F-17 Fighting Falcon speeding along at MACH 2 it's near impossible to line up on a Fokker Triplane chugging along at 80mph and vice versa. On the upside the speed of the graphic update is fair and the handling of the plane is quite nice, though the sound is limited to engine hums and the 'chugga chugga' of guns firing (fairly realistic I guess, but not very stunning). In the week or so I spent with this I can't pretend I had a great time, but there is some satisfaction to be had. But £35-worth? Not too sure.

A500/600

Publisher: MicroProse
Developer: In-house
£34.99 Out Now
Hard Disk Installable
Joystick
Memory 1Mb — Disks 3

GRAPHICS	67%
SOUND	20%
PLAYABILITY	61%
LASTABILITY	66%
OVERALL	62%

A1200 / CD32

The game speeds up with the A1200 version but, as someone once said, "Speed alone doth not sort out a smelly game." Thankfully, there are no A1200/CD32-specific versions planned.

OVERDR

Just a month after releasing F17 Challenge onto an unsuspecting budget market, Team 17 jump behind the wheel once again with this long-awaited Supercars beater. David Upchurch feels the need for speed.

Ideally this bit of a review should give you an idea of what sort of game you're reading about and also fill you in on the plot. Now normally this is easy. Say whether the game's a shoot-'em-up, an RPG or whatever, recycle the blurb from the manual and - hey-Preston! - it's done.

But Overdrive? Oh, I can tell you that it's a top-viewed race game, with the player competing against computerised rivals in a series of races in different vehicles and over varying terrain types - that's no problem. But plot? HA! What plot? That's why I've decided to make one up. After all, how hard can it be? Here goes...

In a distant corner of the galaxy, a star convulses in its final death throes, spewing deadly bursts of radiation out across its solar system. On a planet orbiting this sun, an emergency council has been called by the leaders of a race of alien warriors...

"G'zarf, have the probe reports been analysed?" asks the Emperor.

"Indeed, my lord. And the news is good. As we first suspected the planet surveyed is fully compatible with our biosystems," replies G'zarf.

"This is most pleasing..."

"...But there is one minor problem, your highness," interrupts G'zarf. "The planet is already inhabited by a humanoid race of creatures. If you examine the survey report in front of you you'll find a comprehensive analysis of their civilisation."

The Emperor studies the report for a few moments, scratching his chin with a razor-clawed paw. "Hmmm, they seem a primitive race. Certainly no match for our mighty warriors, eh General Fi'tra?"

"I do not believe that these pathetic creatures will present a strong opposition to our plans for recolonisation, Emperor," replies Fi'tra. "However, although weak and feeble, they may well serve a function as slaves."

"Excellent" hisses the Emperor. "Prepare the assault cruisers. Send out a call to our people telling them to assemble at the evacuation points. We must leave our beloved homeworld, but a new one awaits..."

The Emperor smiles.

"...A planet called Earth."

Meanwhile, the people of Earth have no idea of the terrible threat facing them. They go about their daily business as normal, which in the case of some is, er, racing cars and buggies, with the ultimate, um, aim of defeating the 'Demon Driver' thus, er, becoming the supreme Overdriver and, ah, saving the planet from alien invasion. Somehow. Probably.

Oh dear.



(Above) Just like the real world, money talks in Overdrive. Not literally, of course, I mean that each race has an entry fee. The tougher the race, the higher the entry fee, although the potential rewards are greater too. As you win races and earn more and more prize money, increasingly tougher races are made available until eventually you've earned enough to face your nemesis, the Demon Driver. From this screen you can cycle through the races on offer, comparing opponents, vehicles, track types, prize money and difficulty ratings, until you find one you fancy tackling.



In every race you compete against two computer-controlled rivals, each with their own skills and abilities. In the early levels you simply have to come anywhere except last to carry on, although later things get tighter and only first place is good enough to prevent you from losing the game. It's always a good idea to participate in the optional qualifying laps rather than jump straight into the race, as it gives you a good opportunity to learn the track and it's not really that important where you start on the grid.



Overdrive offers you the chance to experience four vehicle types - Grand Prix car, sportscar, 4x4 and buggy - and five circuit types - Grand Prix, city, icy, desert and 4x4 arena. The game mixes and matches the vehicles and the circuits randomly and all the vehicles handle differently depending upon which terrain they're travelling over. At least, that's what Team 17 claim - personally I didn't notice that much variation in the vehicles' handling.



(Left) The tracks are littered with power-ups, such as cash bonuses, tyres for increased traction and steering wheels for better control, and they can be collected simply by driving over them. Between races the computer remembers what each vehicle has picked up, so every power-up collected has a cumulative effect throughout the rest of the game. Probably the most important power-up is extra fuel - run out of it at any point and you're out of the game

RIVE



Apart from the usual oil slicks and icy patches which must be avoided, there are special 'turbo pads' dotted here and there on every track. These give your vehicle a brief spurt of 'super-speed' and very handy they can be too. In fact, in the later races their use is not so much optional as essential if you're to beat the tougher opponents.



Overdrive allows you to choose between one of two control modes, a Asteroids-style rotate and thrust mode and a more obvious 'move in the direction you pull the joystick' mode. Although the first mode is trickier to get used to, I found it far more effective in the long run. If you own a Logic Freewheel you can even hook that up too for that authentic driving feel.



Overdrive does have a two-player mode. However, you'll have to get one of your mates to lug their Amiga over to your place and have a serial cable ready to connect them with if you want to see it in action, as sadly two people can't play simultaneously on the same machine. Apparently it just wasn't possible technically to split the screen or anything like that. A real pity.

THE VERDICT

Arriving just a month after the incredible Micro Machines, Overdrive was always going to have a hard job impressing us, especially with expectations running so high after such a long time in development. It's no surprise to discover, then, that Overdrive is a slight disappointment. Oh, it's very slick and amazingly fast - this is Team 17, after all - but it lacks the Dinky Car cuteness and sheer charm of the Codies' game. It's not as accessible either - it takes a while to get used to Overdrive's frantic pace, although when you do the game can often be exhilarating to play. Overdrive's really serious weakness is its lack of a two-player game. Yes, yes, yes, I know it wasn't technically possible to keep the speed with a split-screen or whatever and that you can link up two Amigas via a serial cable and play head-to-head that way, but how many people are able to do that? As compensation the standard one-player game is superb, with the computer opponents providing a tough challenge and actually showing some character rather than just being drones following the best line around the tracks. You'll be playing this for weeks before you beat the Demon Driver and claim the Overdrive cup, unlike Micro Machines which was, to put it mildly, a bit of a non-event in one-player mode. Any other gripes? Well, the disk accessing is a bit of a pain but not unbearable. (Talking of disks and what-not, people playing on two floppy drives get some extra tunes to listen to while they drive. If you've only got one floppy drive you can opt to have the tunes as well but the disk swapping increases.) So what's the message at the end of the day? Well, basically it's this: If you're looking for a great two-player racer then get Micro Machines, but if you're going to be playing alone then go for Overdrive. 'Nuff said?

A500/600

Publisher: Team 17
Developer: Psionic Systems

£25.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS 83%

SOUND 78%

PLAYABILITY 81%

LASTABILITY 77%

OVERALL 83%

A1200 **CD32**

Not one bit o' difference on the A1200, and there are no A1200/CD32-specific versions planned. However, the game may well be ported directly across onto CD in the near future. We'll keep you posted.

TURRICA

First there was Turrican. Next came Turrican 2. Now it's time to welcome Simon Byron with a copy of Renegade's aptly-named sequel of a sequel.

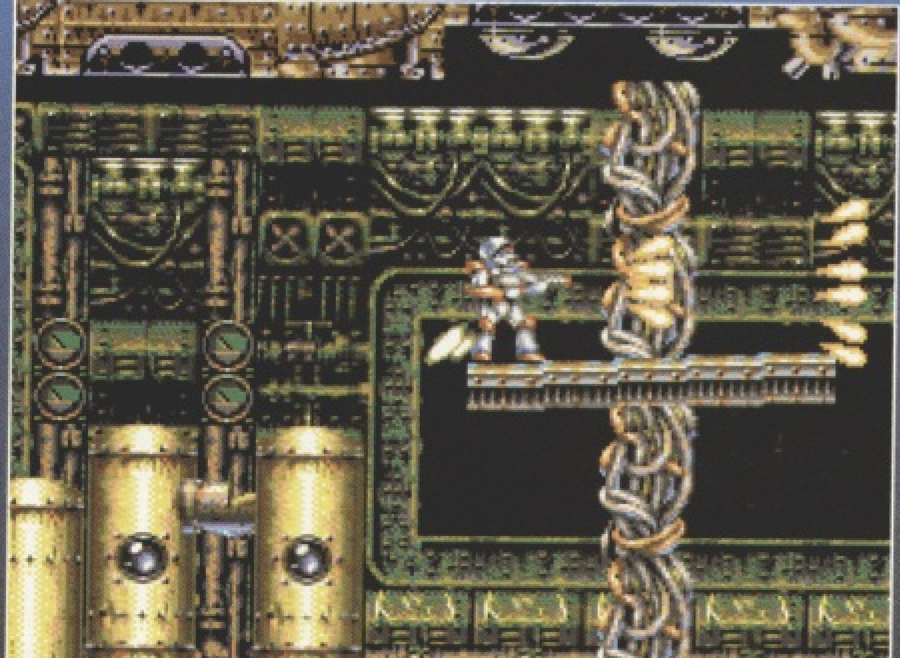
Years have passed since Turrican 2's mayhem. But now, without warning, the evil machines have started to attack once again, destroying any planet they happen upon and enslaving the civilisations made prematurely homeless by this massive wave of destruction. It is time to act. Enter stage left Bren McGuire and his extremely powerful suit. It's his job to journey to the heart of the bother and save mankind from certain extinction. Again.

Yes, we're back in familiar territory here, and Turrican 1 and 2 players should have no problem rising to the challenge. Like its predecessors, Turrican 3 is a huge multiway scrolling arcade blaster with you controlling the main man as he runs, jumps and swims his way through fifteen levels of guns-blazin' action. Along the way you'll discover all kinds of power-ups and bonuses which can be collected for either weapon or points boosting.

But there's a slight difference this time. Bren now carries a rather nifty rope-thing which he can use to latch onto the bases of platforms and swing from level to level. That aside, everything else is pretty much as before.

Turrican 3 is a semi-conversion of the SNES's Super Turrican so you'd expect a f rew cosmetic bells and whistles. And what bells and whistles they are - there's enough technical wizardry going on throughout the game that the team should win an award for innovation from someone (Prince Charles, perhaps - he's always up for that kind of thing). As we know, though, great graphics don't necessarily translate into great games, but Turrican 3 is most definitely an exception to the rule. Read on...







(Left)Trust nothing is the advice I can give you - even many of the platforms have ideas of their own. If you stand on these little blighters for too long they'll spin around (using clever real-time sprite rotation, don't you know?), throwing you directly into whatever lies below. Top tip here: If you don't fancy that prospect then keep jumping - for some reason this won't chuck you off.

(Below) Having made it through a particularly hazardous level, the end-of-level bad blokes come as some surprise. They look pretty and all that but they're just a little too easy to beat, I reckon. If you are having problems (and you'd have to be a bit of a fool to) then press the Space bar - this will release one of your three smart bombs which should do enough damage to see you through.



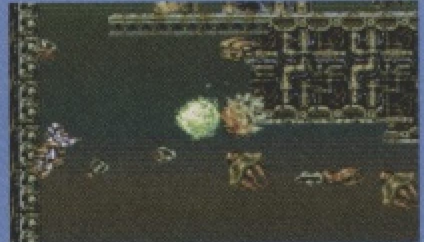
(Left)There's usually a fairly direct route to where you have to get to but if you take time to branch off and enjoy the delights of the current level (by destroying loads and loads and loads of baddies) then you'll more often than not come across these chests. Just fire a well-directed blast of death at them and they'll spring open, spewing forth all kinds of collectibles.

N 3

Here's one of the trickier levels. It's forced-scrolling so there's no time to hang about, and to make matters worse Bren has to negotiate a series of tough jumps as he makes his way from left to right across this futuristic train, avoiding the Alien-inspired creatures and jets of flame. The real problem here is that one false move can result in instant death and a trek back to the start, which can be a bit of a problem.



Some platforms are too high up to be reached with a normal jump. But - hey! - don't worry, just hold down the fire button and Bren will adopt a bit of a pose from which you can raise or lower his rope-carrying arm. Then, by releasing the fire button, the rope will shoot out and latch onto any available surface so that you can hoist yourself up and leap ever onwards.



Halfway through Level Two, Bren must don his super-advanced diving gear and make his way to the end-of-level bod. The control system varies slightly here - you're constantly pulled down so you have to constantly re-adjust your position. Thankfully all your weapons, missiles and shields still function perfectly well so you do have some chance, at least.



Now these are a pain. This level consists entirely of precarious platforms which drop off as soon as you step on them (well, slightly after). You have to follow the route from left to right, then back again, etc, zig-zagging your way to the exit. This is superb stuff - adrenalin secreting, even - but easy it ain't. Mess up and it's into the bottomless void for you, mate.

THE VERDICT

Phew crikey! Before I sat down and loaded up Turrican 3 I was a bit dubious as to whether I fancied sitting through a couple of days of more of the same. Well, it is more of the same but it's bloody brilliant and definitely the best of the trilogy. This is probably down to the level layouts which, unlike the first couple of games, actually guide you in the rough direction you should be going so there's no needless wandering about. Of course, there are a few dead ends but these usually contain a few necessary power-ups so your journeys are never wasted. Talking of power-ups, Turrican 3's are simply awesome and easily the most destructive and visually impressive weapons you're ever likely to find on the Amiga. Add to this the rope-thing Bren fires and you've got a formidable and aesthetically-pleasing armoury. There are some really tricky parts which test even the fastest reactions but they're still a joy to play and never really become too frustrating. Graphically, it can't be faulted - the parallax is gorgeous, the explosions eye-poppingly good and the real-time sprite rotations a brilliant and welcome inclusion. Even the sound is fairly unique - the in-game tunes and effects are Dolby-tastic! Turrican 3 must surely rank as one of the most technically impressive arcade games to hit the Amiga and, although the sprites flicker in places, the sheer amount of stuff that's going on more than makes up for this. The only real problem with Turrican 3 is that it's very easily completed, even on the toughest of its four difficulty settings. It's a shame because, that apart, it deserves to score a damn sight higher. Nevertheless, if you fancy an all-action blaster then this is most definitely for you.

A500/600

Publisher: Renegade
Developer: Factor 5

£25.99 Out Now

Hard Disk Installable

Joystick

Memory 1Mb | Disks 1

GRAPHICS 88%

SOUND 88%

PLAYABILITY 87%

LASTABILITY 74%

OVERALL 79%

A1200 **CD32**

On the A1200 there's less sprite flicker and the levels are stored in RAM once they've been loaded but that's about it, I'm afraid. An A1200-only version, though unlikely, would be excellent. And what about one for the CD32 while you're at it?

QWAK

Matt Broughton generally preferes his duck inside a pancake along with spring onions and Kung Po sauce, but he's prepared to change - after all, this is the latest release from Team 17.

I've got a big problem. You see, my girlfriend isn't really a fan of computer games and, what with me liking them a lot, this can lead to arguments. The only time she'll dabble in my hobby is if I manage to dig out something featuring lots of cute and fluffy woodland creatures.

Thank goodness, then, for Qwak, which has appeared from out of nowhere to save my love life. With Qwak, Team 17 have stepped out of the Alien Breed-style dark for just a moment to offer us a cutesy, Bubble Bobble-y two-player platform romp. In it you play a duck with a passion for fruit (passion fruit?).

Each of the zillion levels presents you with a screen jam-packed with fruits and gems just waiting to be collected, along with a handful of cute-looking animals out to stop you. What with you being a duck, your weapon of choice is obvious - eggs. Smack a baddy in the face and he'll disappear, never to trouble you again, leaving the way open for more fruit collecting and platform japes.

Potions can be collected along the way which reward the player with a number of treats such as shields, helicopter hats and invincibility. You have a finite number of eggs that are replenished at the end of each level depending on how many fruits you've collected.

Hazards are in plentiful supply as well, with poison, spikes and big maces all over the place, not forgetting some very large fish (?). The two-player option permits strategies such as pushing your mate/rival off platforms, jumping on his head, stunning him with eggs and generally being vicious and nasty. "Upchurch, come here. I want to hurt you."

Here both players have been caught up in one of the 'bonus showers' where all manner of lovely gifts fall from the sky. The rain only lasts for a limited period, but it offers an excellent chance to top up on fruits and bonus potions.

The enemy come in many cute shapes and sizes and are easily dispatched with a well-lobbed egg or two. If you manage to kill them using a chocolate egg (awarded by collecting brown potions) you'll be left a little gift. The gold keys must all be collected before the level exit opens, while iron keys can be picked up and saved to open locked-away treats on later levels.

THE VERDICT

Qwak - brilliantly simple, simply brilliant. Ah, at last, a chance to use that dodgy cliché. But what else can I say? Qwak is yet another goal for Team 17 - it's just soooo playable. It's chock-full of character and fun, with some excellent little touches to keep you going as you bounce around collecting and killing. The graphics are cute and clear, while sound is very nice with ten different (and damn catchy) tunes running through the levels as well as good spot effects. The game is large to say the least, with eight different worlds - each with a unique graphical look and style - to visit. All the standard platformy things have been included - slippery ice platforms, crumbling floors, etc - as well as rising bubbles that can be used to get to higher levels. The 'shower' of gifts is an excellent little bonus round that breaks things up a bit, especially in two-player mode where you can jump on your mate and generally push him around to get all the good stuff first. In fact, the two-player game is the real highlight of Qwak. It's up to you whether you play together for the common good or individually for personal gain - it doesn't really matter, as either way it's great fun! Qwak is simple stuff, but it's hugely addictive and a great laugh - and I've always got time for games that make me laugh. Budget games never smelt so good.

A500/600

Publisher: Team 17
Developer: In-house

£12.99 Out Now

Not Hard Disk Installable

Joystick/ Keyboard

Memory 1Mb | Disks 1

GRAPHICS	83%
SOUND	88%
PLAYABILITY	90%
LASTABILITY	88%
OVERALL	88%

A1200
CD32

Qwak isn't the sort of game that needs anything extra in the speed or graphics departments, so it's no surprise to learn that there are no differences on the A1200. An A1200-only version looks unlikely, but Qwak will be released for the CD32 (without any enhancements) for £14.99 in mid-November.

What do you do if you've finished Monkey Island, completed Kyrandia and are looking for a new challenge? Simon Byron's got the answer, and it's to do with Virgin's stunning graphic adventure.





BENEATH A STEEL SKY

Bowler hats and umbrellas, tea at eleven o'clock, talking Cockney, queuing, football hooliganism, getting sunburnt, tea at three o'clock, Yorkshire puddings, voting Conservative, being crap at football. These are just a few of the things us Brits are renowned for.

Being fat, saying 'trunk' when they really mean 'boot' or 'fries' when they really mean 'chips', robbing tourists, Disney World, McDonalds, being crap at 'soccer', good graphic adventures... These are just a few of the things that spring to mind when you mention America.

Yes, even though those Yankee-types aren't exactly the most talented bunch of programmers when it comes to utilising the Amiga to its full (you only need look at a few of their 'con'-versions to work out that they're not exactly tops when it comes to things like disk-accessing and programming in machine code), they sure can think up brilliant graphic adventures - the Monkey Island duo and Kyrandia are good examples of what I'm talking about. Sure, us Brits have had a stab at it with Lure Of The Temptress and, er, some others probably, but we've never been able to come up with something as ground-breaking and as damn fun as the LucasArts or Westwood games.

What with LucasArts leaving the Amiga and Westwood drastically cutting back, we need someone else to step into their well-trodden shoes. And look who's here to save the day - why, it's none other that Revolution (the developers behind the aforementioned Lure Of The Temptress - the only innovative British adventure released within living memory) with Beneath A Steel Sky.

In Steel Sky (as it will now be referred to unless I'm trying to fill up space) you play Foster, a rebel living in a barren area called the Gap. One day, an old mystic is dancing round the fire when he prophesises the arrival of 'the evil', a force which, he decides, is after you (gulp!). No sooner has he finished his ranting, a huge helicopter carrying armoured troops swoops from the skies (which are no doubt steel), kills most of your friends and abducts you. But good fortune intervenes - as the chopper is making its escape it mysteriously crashes, giving you one chance to escape the attentions of your captors.

And that, in a nutshell, is that. You'll notice from the screenshots that Beneath A Steel Sky is a far more sombre-looking adventure than the Monkey Island games, with subtly-shaded locations replacing the garish sprites from LucasArts' quests. But has the downbeat mood resulted in a lack of humour? Which game is the better to play? Are there any pirates in Steel Sky? Does any of it matter? Questions, questions... Why not pop off to the Verdict for the full low-down?

Beneath A Steel Sky certainly has a comic-book feel, which is no coincidence when you consider that most of the graphics have had input from Dave 'Watchmen' Gibbons. A mini-comic accompanies the game which details the story so far in glorious technicolour, a page of which is shown top-left. Then, the computer takes over with a short but never-the-less impressive animation rendered using Imagine 3D and then touched up by hand. It's the closest we'll ever get to having a comic spring to life.





(Above) Hang on a minute - where are the verbs? Ah, banish those thoughts, dear reader, Steel Sky requires no such childish commands. Instead, its intelligent interface will work out that if you click on, say, a door you either want to open or close it and will perform the desired action for you immediately. You inventory is hidden away at the top of the screen but can be accessed at any time by moving the cursor to the top of the display. Then by dragging an object onto whatever you want to use it on your instructions will be carried out with the minimum of fuss.

(Above) Once out of the damaged helicopter, Foster enters a factory where a raised walkway provides a convenient hideaway. The police are hot on his tail and an armed officer remains on guard at the bottom of the steps, cutting off that particular way out (unless, of course, you fancy an appointment with death). Actually, the method of escape is pretty obvious here, with this and the next couple of scenes providing opportunity to familiarise yourself with the player interface.

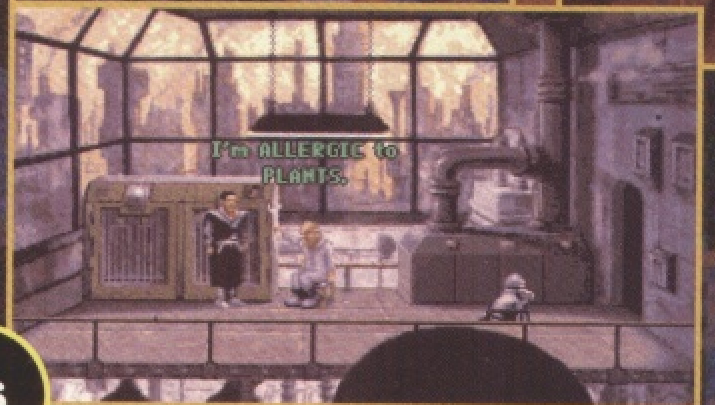
WE'RE GOING TO HIT!

PLACES TO GO, PEOPLE TO SEE

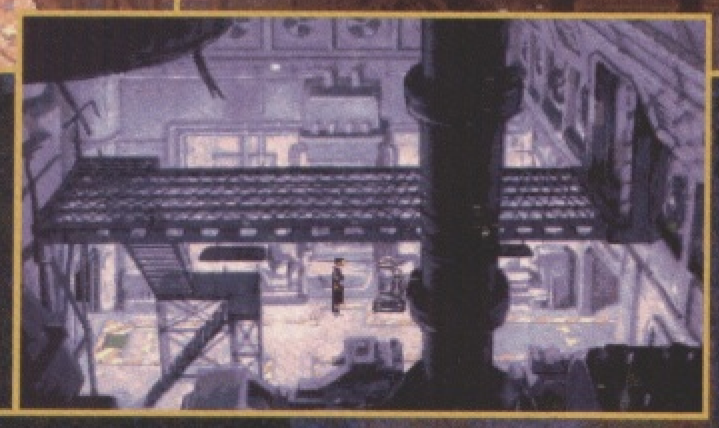
Once Foster has managed to escape from the initial confines of the factory he can make his way outside. This is the main walkway of Level Two and serves as a good guide to the problems and people you'll encounter throughout your stay in the game.

What's your ADVICE now, VACCUUM-BOY?

The grumpy bloke sat on his bottom isn't one of the most helpful characters you'll be able to meet and greet. His beady eyes track your every movement and if you try and discover the few helpful items in this location he'll stop you with a stern word or two. What you need is something to distract him with...



This door leads back to the start location, which is pretty handy if you managed to leave any crucial objects behind. Thankfully, the policeman guarding the door has been 'removed' so you can travel in and out of the main entrance without fear of being caught.







(Left) Unlike a few graphic adventures, Steel Sky doesn't opt for the cop-out system of not allowing you to die. In fact, there are plenty of hazardous situations which result in Foster's demise in a number of violent ways. Sometimes, though, the game will spring a few surprises, like here in the furnace where escape from the guard seems impossible. Thankfully, the huge computer mainframe has ideas for Foster and won't permit the guard to harm him in any way, cutting the oppressor in half with a lethal laser bolt if he tries.

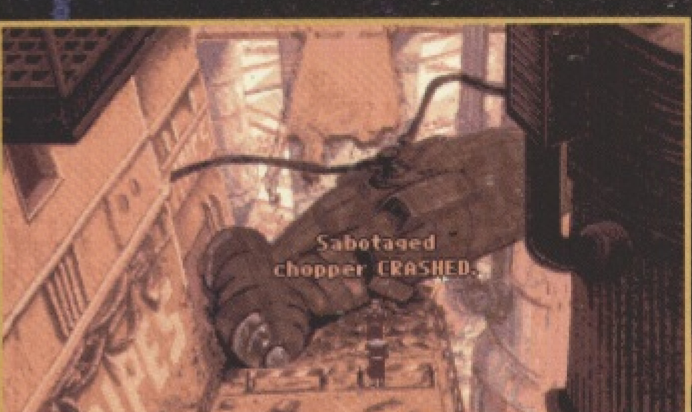
(Below) Chatting to people is the only real way of gaining any knowledge. Possible topics to chat about are displayed at the top of the screen and by clicking on them you can extract info on numerous topics, not all of which are serious (humour is an integral part of the game). These conversations have been scripted by Dave Cummins, a staunch vegetarian (as you can tell by the anti-meat references) and the massive amount of text he's created means that if you talk to the same person twice you're likely to receive different responses.



What did Security want?
Where AM I?
How come the LIFT's not WORKING?
I'll get on with my inspection.

(Below) If you click with the left mouse button on any part of the screen, Foster will make his way to that spot by the most direct route. Objects of interest are highlighted as the cursor passes over them and by left clicking on these Foster will examine them. The right mouse button initiates an action depending on what you're trying to manipulate. For example, a door will either open or close, a switch will be pushed or pulled and any stray objects can be snapped up just with a simple mouse click.

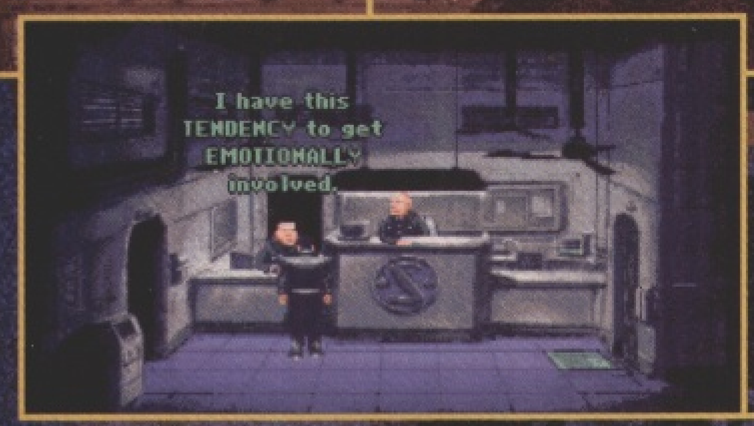




Here's where it all started - the scene of the helicopter crash. There's a particularly dense guard on duty who doesn't recognise you, content instead to offer opinions on why the chopper mysteriously went out of control.



Inside the factory you'll find many interesting bits and bobs, like the welding droid and the lovely woman to the right. Be careful not to distract them from their chores, though, otherwise the thoroughly slim boss will not take too kindly to your questions. And we don't want the police involved, do we?



These two coppers are good for a laugh if you know what to chat about. They don't seem aware of who you are (thankfully) but if you arouse any suspicions by claiming to be someone you're not they'll dispense a swift and violent form of punishment. You have been warned.



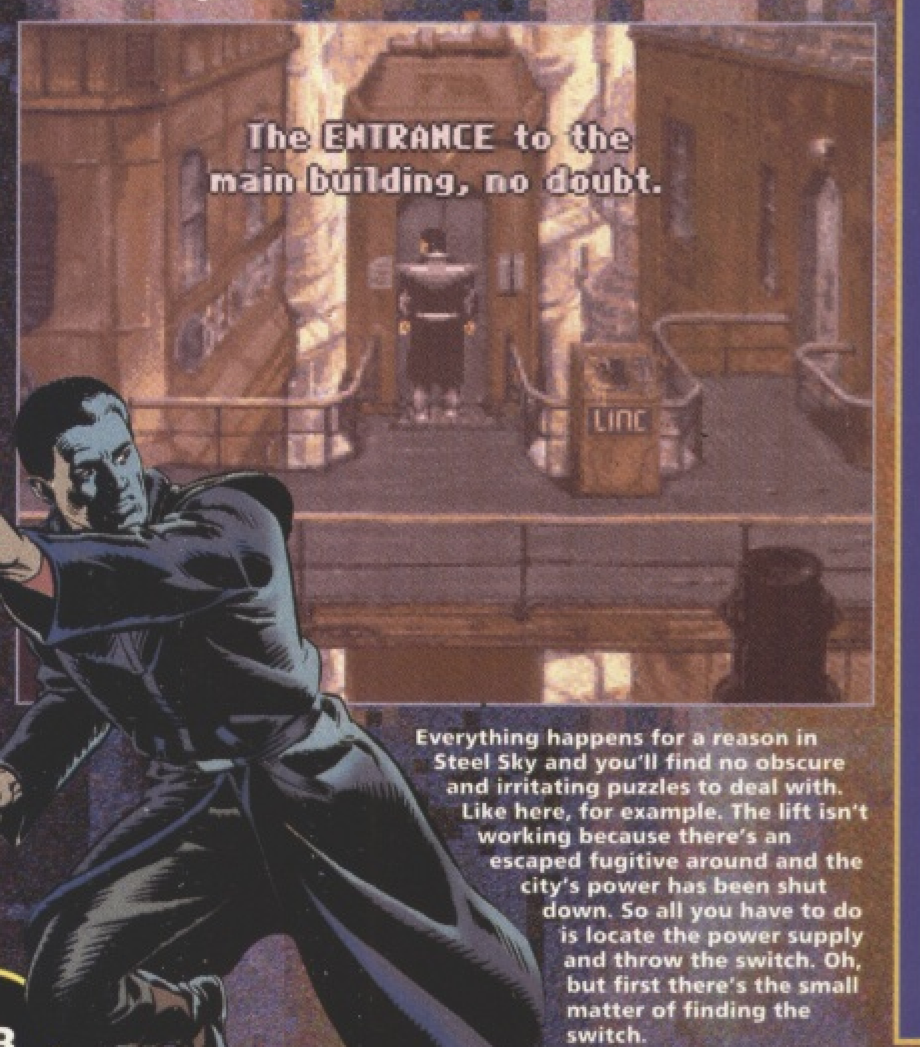
Phew! Lucky ESCAPE!

(Above) Almost every location has a variety of background animations which really do bring each screen to life. Revolution have worked long and hard to maintain continuity throughout the game so you'll often find adjacent screens with related animations and noises which diminish in volume as you travel away from their source. The fans revolving on the outside of this building are the same ones seen inside. Good, eh?



(Above) You're not alone in your travels. Joey, a computer-board which can be slotted into many different robotic shells, constantly follows your movements and proves invaluable later on once you've managed to get him out of his temporary mood. You can instruct him to perform tasks you can't and by showing him any items you happen upon he'll give you a more detailed description of their uses.

(Above) Like Lure Of The Temptress, every main character within the adventure is free to carry on his or her life as they please. They'll wander about and chat to each other, as is evident if you follow someone to their destination. There are also several windows you can peer through and observe what certain key characters get up to in private or watch what robots are doing in rooms which humans cannot enter.



Everything happens for a reason in Steel Sky and you'll find no obscure and irritating puzzles to deal with. Like here, for example. The lift isn't working because there's an escaped fugitive around and the city's power has been shut down. So all you have to do is locate the power supply and throw the switch. Oh, but first there's the small matter of finding the switch.

THE VERDICT

I could, if I wanted to, sum up Steel Sky in just one word: Superb. Reasons for this? Well, take the amazing incidental animations, for starters. Steel Sky is a real eye-opener - once you've seen the way that background objects move just for the hell of it (after all, the odd fan rotating doesn't enhance the adventure, does it?), you'll never be able to focus on the virtually static screens of the LucasArts games again. The attention to detail is simply breathtaking, and the quality of these incidental animations is far higher than the best examples from all other adventures. Everything about the game has been polished to perfection. The backdrops are stunning and the characters move like sprites from an arcade game, not with the jerky mannerisms we normally associate with graphic adventures. Virtually all of the puzzles are tough but logical, and problem solving is aided by the player interface which has to be the most friendly system I've ever come across - Revolution have to be congratulated for cramming so much into just two mouse buttons and a pop-down menu. Due to some common sense on the part of the coders, you never have to insert one disk, then another and so on before an individual location can be loaded into memory, and although some screens can take up to twenty seconds to be read from floppy, it's all bearable and in no way detracts from your overall enjoyment (of course, hard drive owners are in for a right treat). It's amazing to think how concerned we were when LucasArts announced they were going to leave the Amiga scene but with Revolution currently producing stuff like this, who needs 'em?

A500/600

Publisher: Virgin
Developer: Revolution/D. Gibbons

£29.99 Out Now

Hard Disk Installable

Mouse

Memory 1Mb | Disks 1

GRAPHICS 93%

SOUND 89%

PLAYABILITY 90%

LASTABILITY 91%

OVERALL 93%

A1200
CD32

Oh, can things get any better? Answer: Yes - there's a 256-colour A1200 version of Steel Sky on its way which should play identically but look even more attractive. A CD32 version remains a "possibility" so make of that what you will.

UPDATES...UPDATES...

Things have been a bit quiet on the Update front for the past few months, but the month of November is tripping over itself with a superb bundle of games modified for the A1200 and CD32. Matt 'Globe Trotter' Broughton reports live from Hamburg just for the sake of it.



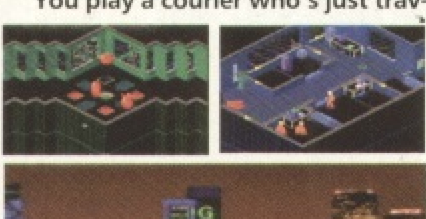
D/GENERATION

CD32 version; Mindscape £25.99.

D/Generation was very popular with The One when it first came out, featuring as a Recommended game for quite some time, and this month sees the special CD32 version. Ooh, exciting. So what's new?

Very little, it appears. The game looks like a direct port from the A500 version, although if you look closely you'll notice that the graphics now boast 256 colours (but you do have to look very closely indeed). The sound effects are also souped-up and now boasts much chunkier explosions, lasers, etc, as you work your way through over 120 rooms filled with total chaos. Just in case you're not familiar with the game (well, I suppose it was a while ago) and are wondering just why you'd want to 'work your way through over 120 rooms filled with chaos', I'll tell you.

You play a courier who's just travelled from Finland to Singapore with an important package that must be hand delivered. Landing on the 80th floor of Genoq Biolabs, you notice that no-one has come to meet you - strange. Even stranger is the way that the main doors slam locked behind you, trapping you in the building, and the automated security systems try to kill you.





Finding a hiding receptionist, you discover that the biolab's genetically-mutated experiments have turned against them, and what's worse is that they're the latest generations of Neogen organisms - extremely advanced forms of artificial life equipped with sophisticated neuro-holographic camouflaging. Blimey! You realise that there is only one course of action - you must take your package to Genoq's head scientist in person, rescuing any staff along the way. What a guy.

This all boils down to some superb isometric-3D puzzle/arcade fun where you must negotiate a number of traps and defence systems as you work you way through the building. Staff rescued will help you in any way they can, supplying you with security codes and general information, and, of course, you have a trusty laser pistol by your side. It actually looks quite a simple game, but once you get into it there's no turning back. An excellent addition to the ever-growing library of CD32 software.

OVERALL: 86%

DIGGERS

A1200 version; Millennium £34.99





This was the first CD32 game we'd ever seen when it was reviewed in our September issue and, to be frank, it was a bit of a disappointment. Given the machine's power we were expecting to be blown away by an incredible array of visual and sonic effects, but in honesty the game looked as though it could've been produced to the same degree on a standard Amiga. This is mind, I was interested to see just how much had been cut from the A1200 version.

Well, much as we thought, there's really no difference to be spoken of as far as gameplay goes. The interactive manual is now just a good old paper booklet, the in-game tunes and sound effects are the same as before but are no longer of a CD soundtrack quality (if you're really bothered by that sort of thing) and four of the levels from the CD version are missing, but other than that the game is remarkably true to its 'father'. It also plays a lot more nicely by mouse, but then you had the option to do this with the CD version but didn't because you wanted to get your money's worth out of your new toy.



The game takes place on the 412th day of the year on the planet Zarg, when the annual month of frantic mining for profitable gems can begin. You must select a race of diggers and, using only their skills and any equipment you can afford, must compete against another race of diggers to mine a selected area for all it's worth. The ultimate aim is to mine-out the whole planet, thus winning the game.

Diggers works much better as an A1200 game as there are none of the high expectations you might have when plopping a crisp CD into your new machine. The loading delay is about the same and the disk swapping is well controlled, making it hardly noticable. I agree with all of Dave's original comments as far as the pace of the game is concerned, but if you're the sort of person who enjoys games of the 'set things in motion and sit back' nature, then I would recommend this.

OVERALL: 76%

ROBOCOD

CD32 version; Millennium £[illegible]

Robocod is obviously going for the 'most number of times featured in The One' award. We've looked at it as a standard release, a compilation release, a budget re-release, an updated A1200 product and now it arrives on our desks in CD32 format!

Having only reviewed Robocod back in the July issue, it seems pointless going through the whole scenario again, but suffice to say it's all about collecting items and avoiding strange nasties as you jump and bump your way across a large number of platforms and levels.

The CD32 version includes the extra levels that were added to the A1200 version and also features a cartoon animation at the front end, seven tracks of CD digital soundtrack, a full electronic book containing secret F.I.5.H. files and an animated cartoon preview of James Pond 3.

I'm a bit worried about the price being more than it was on floppy, especially since this game is now nearing two years old and is starting to show its age a bit. Still, it's good fun so if you're about to buy a CD32 and are wondering what to get in your first batch of games then wonder no more.

OVERALL: 81%





STARDUST













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A VIDEO OF YOUR FAVE PREMIER LEAGUE FOOTY TEAM! AND A VIDEO RECORDER TO PLAY IT ON!

PLUS! Five copies of Premier Manager 2 for the runners-up! All courtesy of Gremlin.

The three-strong editorial team here at The One has rigid rules which outline who's allowed to boss who around, and there are strict guidelines in our job descriptions that detail exactly what you're allowed to delegate and what you're not.

At the top of the ladder, David Upchurch, self-proclaimed Supreme Overlord of The One (we're sure that he started off as merely 'Editor'), has the power to delegate anything he wants. 'In charge' of the whole magazine, he's legally obliged not to do much work but instead to motivate the team and ensure that everything we write is fluent and not too offensive. Responsible for the Contents pages (apart from when he's "too busy") and updating the Recommended Section, you'll never find this man reviewing a footy management game because he can boss around anyone he likes.

Next comes Simon Byron, Deputy Editor of The One, who's responsible for moaning all the bloody time. His job involves sorting out the coverdisks, keeping his finger on the pulse of the Amiga games industry and trying not to review management games if he can help it. Simon can't boss around Dave, but he can tell Matt what to do.

Matt Broughton is our Staff Writer who can't boss anyone around even if he wants to. Although some say it's tough at the top, it's even tougher at the bottom, especially when you have to scribe about management games all the time - after all, it's hard to get enthusiastic about screens full of statistics.

You may be wondering where this is all leading, so I'll get to the point right now. Premier Manager 2, from Gremlin, threatened to ruin all our working relationships. When this revolutionary footy management game arrived in the office for review, complete with its flash graphics and animated sequences, Dave decided that he'd quite like to review it himself. When we pointed out that it is in fact the Staff Writer's duty to perform such an ordinarily dull task he offered to re-employ himself as Staff Writer and make Matt the Editor.

Simon soon caught wind of this controversy and, after playing Premier Manager 2 for a couple of seconds, hastily locked the disks inside his drawer proclaiming that because he supports QPR he's the only one with any real soccer knowledge.

But Matt wasn't having any of it. Late one night, he crept into EMAP Towers, ram-raided Simon's desk using a copy of Micro Machines and reviewed the game himself, awarding it 90% and announcing that it was "good stuff."

So you see, even if you hate management games you'll simply lurve Premier Manager 2. Chocked full of all the agonising decisions you'd have to face if you were managing your own football team (except taking illegal back-handers or selling tickets to your opponents), it's the bee's business.

To celebrate their all-round excellence, Gremlin decided to team up with your favourite Amiga games mag and offer them a competition to win a video recorder and a tape of last season's highlights of a Premier League side of your choice. But because that mag already had enough competitions, Gremlin were forced to approach The One. And so here we are.

THE COMPETITION

All you have to do to stand a chance of winning the video recorder and the Premier League tape of your choice is answer the three questions below, stick the answers on the back of a postcard and send them in to: On the Head, Son, Compo, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU, to arrive here by no later than December 28th.

Don't forget to state which Premier League side you support so we can sort outthe correct video for you should you win. The first correct answer we pull out of Graham Taylor will receive the video recorder and footy tape whilst the next five runners-up will each receive a copy of Premier Manager 2.

(1) Which side were promoted to the FA Premier League last season and are affectionately known as The Hammers?
(a) West Ham United
(b) Crystal Palace
(c) QPR

(2) Which side were relegated from the FA Premier League last season and are affectionately known as The Eagles?
(a) West Ham United
(b) Crystal Palace
(c) QPR

(3) Which FA Premier League side weren't relegated last year because they're too good, and play their home games at Loftus Road?
(a) West Ham United
(b) Crystal Palace
(c) QPR

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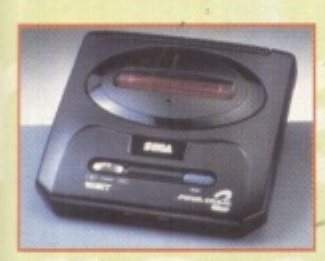
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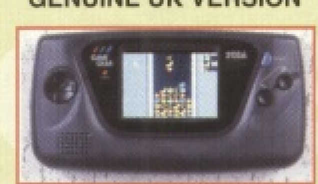
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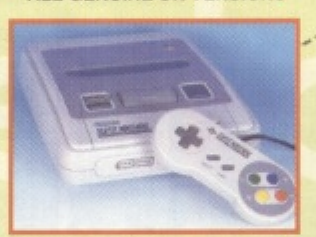
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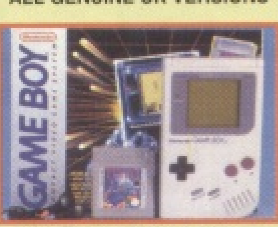
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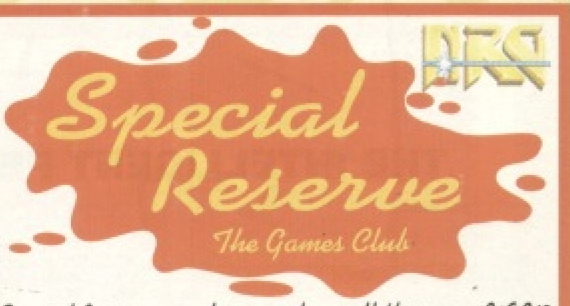
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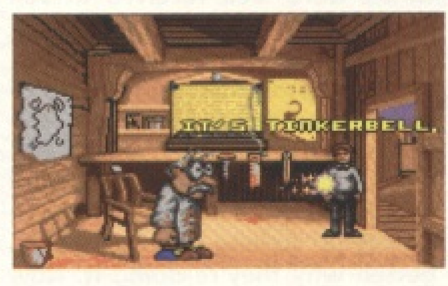
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REPLAYS!

Matt Broughton would like to present to you some of the finest re-released games known to man or, as we like to call 'em, Replays!

HOOK
The Hit Squad
£9.99





There you are - a normal bloke with a normal name and a normal life. You've got two normal children who go to a normal school and do normal naughty things. All of a sudden some bloke with a hook for a hand crops up, tells you that you're actually Peter Pan, and sods off with your kids. Pah!

Such is the story of Peter Banning - a hard-working married man with a long forgotten past. His problem is that now the past is coming back to haunt him, so Peter must travel to magical Never Land to rescue his children and recapture his lost youth along the way. Ah-ha, looks like a good opportunity for a point-'n'-click graphic adventure kinda game.

Yes, Peter Pan's second adventure according to Steven Spielberg has been brought to the humble Amiga's screen thanks to good old Ocean. And, no doubt because the film featured pirates, the Mancunian film licence kings have turned it into a Monkey Island-style romp. You control Peter as he tries to find his kiddies, initially stuck in a pirate village trying desperately to get aboard Hook's pirate ship. You're not entirely alone in this once-familiar land as trusty Tinkerbell the fairy is back, and is more than willing to help out with occasional clues and hints. The game revolves around the usual 'find the object and use it somewhere else' puzzles and does so quite neatly.

This Hit Squad budget offering has been well received and well played for some while now (if the Game Surgery letters are anything to go by, at least), and at the bargain price of £10 it will no doubt pick up a few more fans. It's quite slick, although the problems aren't too taxing, but all the same it offers enough locations and graphical treats to keep most people happy. The control system breaks no new ground, but why fix something that ain't broke? (As my fictional relative used to say. Probably). If you enjoy a nice and easy adventure, have a hook, er, look.











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ADVANCE TRAINING FRIENDLY EXIT

GRAHAM TAYLOR'S SOCCER CHALLENGE
Buzz
£9.99

Graham Taylor's Soccer Challenge has been a big winner for Krisalis, with incredible sales in this country alone, and now they've decided to make the game available to budget buyers.

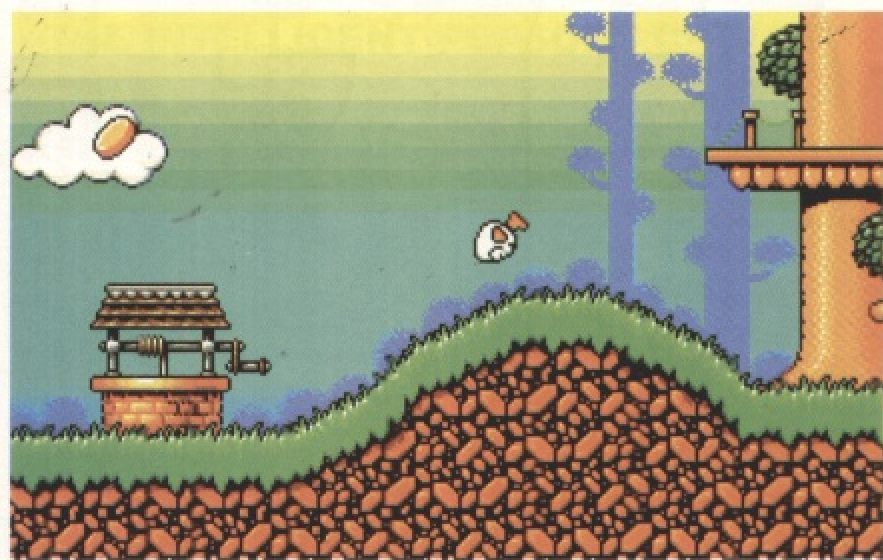
The game is proud to say that it's very realistic, meaning that you can't just decide to manage Arsenal from day one, but have to earn the privilege (?). You start as manager of a Third Division team and have to work your way up the leagues via hard team training and a good eye for new players.

You have full access to statistics covering all the leagues from the Premier League right down to the GM league (you can be relegated, you know). The options open to you are about as comprehensive as you could ever hope for, with statistics coming out the game's ears and more names than a Bumper Book Of Big Boys' Names.

The flow of the game is controlled from the main diary where training and friendly matches can be scheduled. When the calendar meets a fixture date you can choose to view any match on the go and pick your team player-by-player before kick-off. The games are shown using an overhead viewed, with you acting as a spectator. The only control you have at this point is being able to make substitutions, as well as speed up the pace of play. If you'd rather not watch (and, if you're performing badly, that's likely to be a wise decision), you can opt to receive results only.

In comparison to the recent offering Premier Manager 2, GTSC is just as comprehensive but not as friendly. By this I mean that you play in silence throughout the game apart from some crowd noise during the matches, and you spend a large proportion of the game looking at text screens. GTSC is probably best suited to the true footy sim fans, and in honesty I didn't find it as much fun to play as PM2. But then fans of this sort of game probably aren't looking for out-and-out fun.

OVERALL 72%



CRYSTAL KINGDOM DIZZY
Codemasters
£9.99

I've never really understood the appeal of the Dizzy games. Why anyone gets enjoyment out of such linear puzzles is beyond me. Let me give you an example of the sort of 'brain teasers' you can expect: You meet someone who's hungry. You find a screwdriver. You meet someone who needs a screwdriver. You give them the screwdriver. They give you a cake. You give the cake to the one that was hungry. They give you an umbrella... and so on... and on... and on...

Laughs galore as I'm sure you can imagine. Still, it's only a tenner, and obviously lots of people do enjoy this sort of thing so I'll try to be a bit more positive. Here goes.

Dizzy does have a certain simple charm, and the cute tunes and sound effects jolly you along as you bounce your way across the many locations collecting things and chatting to characters. There are no arcade qualities to speak of, with the most demanding play being some of the jumps required to get across the occasional platforms. Most of the time, however, you're just wandering around looking for new items and characters to interact with.

The presentation is very slick and everything runs at an okay pace (if you don't mind wandering endlessly backwards and forwards swapping cakes for umbrellas and such like) and, other than that, I'm hard pressed to comment further. It's just more of the same, really.



DREAMLANDS
Simarils
£29.99

"From the masters of RPG and strategy, Silmarils bring you a fantastic collection of three of their greatest games..." Well, that's what they say. This little package is quite sensual actually, boasting as it does Ishar, Storm Master and Transarctica, all of which were well received at full price.

First up is Storm Master, a strategy game set on the twin islands of Eolia and Shakaania, where the winds are the masters of natural harmony (snigger!) and dynasties from both islands have been fighting mercilessly for so long that they've forgotten why they're doing it. Now you've been appointed as Grand Magister Of Eolia with the task of looting and destroying the enemy's seven cities, resulting in the fall of Sharkaania.

You must manage your lands and people by careful manipulation of taxes, while cautious trading helps to finance your ultimate goal. You can call upon any of the seven counsellors at any time and make use of their specific talents and areas of expertise in order to develop weapons, launch attacks on the enemy and so on. Although combat is dealt with as a sort of 3D shoot-'em-up sub-game, Storm Master is not a particularly action-packed game. Still, if you like atmospheric strategy there's plenty to be enjoyed here.

Transarctica is another strategy/trading game which takes place in a future world suffering under a nuclear winter. Other than the woolly mammoth, the only form of transport is the steam train and, as a result, fuel has become the international currency. As a lone soul who believes that there's a way to end the winter, you have to go up against the Viking Union, the monopolising train company which manages the immense railway network, who like things just the way they are.

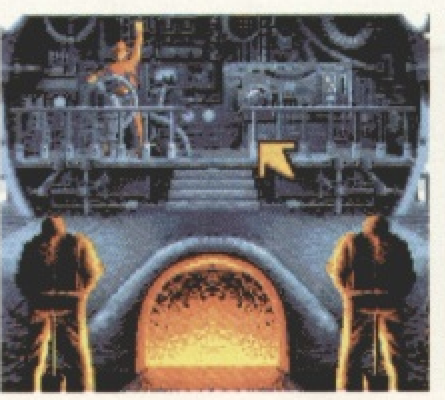
Starting out in a small train you've stolen from the Union, you have to travel around the snow-bound world, trading in towns to raise cash to help beef up the size and strength of your train, searching out clues as to how to bring the sun back into people's livesall the time fending off the Viking Union's battletrains.

This looks and feels very similar to Storm Master, but in honesty it's only about half the game the wind-sim is. Things can get a bit repetitive as you trundle along the rails buying and selling things and occasionally running into trouble. It's definitely the weakest game in the compilation.

Ishar needs no real introduction as it's been featured in these pages several times over the last few months. It takes the standard Dungeon Master-style, first-person 3D RPG and spruces it up with tons of locations, piles of characters and some lovely graphics. As always, party in tow, you must venture across the lands in an attempt to overthrow the evil Krogh. Along the way you can expect to run into a fair number of bad guys in the form of goblins, orcs, lizardmen, wolves, etc.

A very nice 'n' friendly control system makes this very easy to get into and you should discover many many hours of entertaining play in this little gem. The best of the bunch by far.









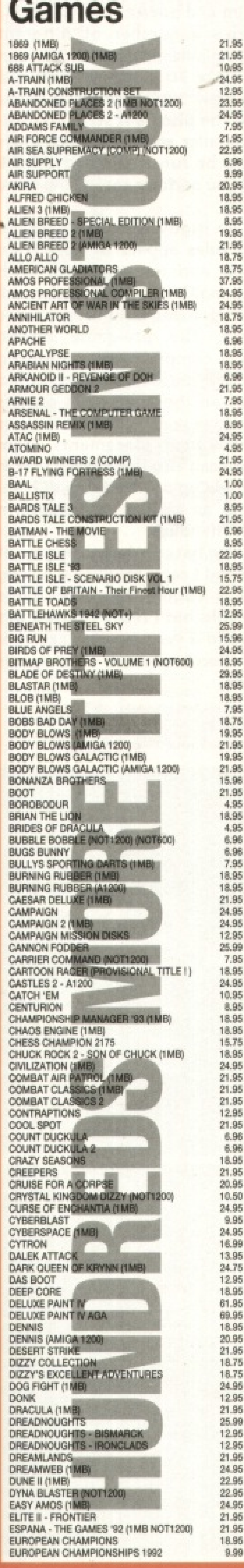
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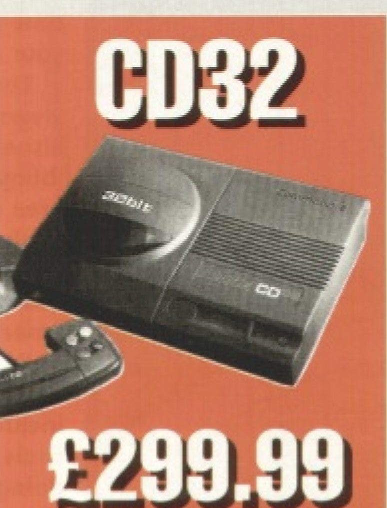
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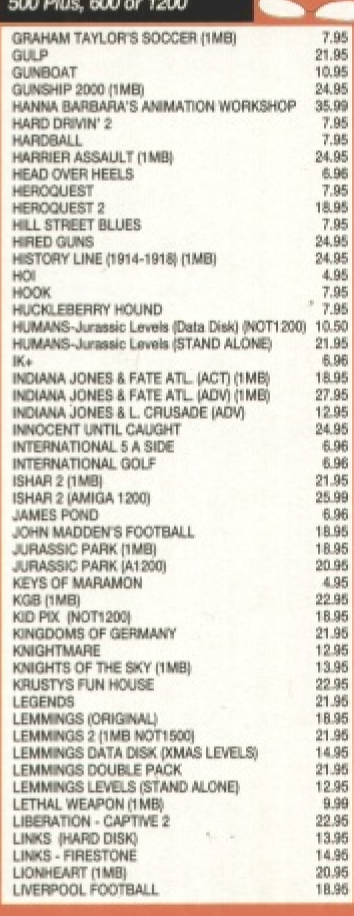
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BLUE ANGELS

The Hit Squad

£9.99

This is, or rather could've been, an interesting variation on the usual flight sim. Rather than being combat- or purely flight-orientated, Blue Angels casts you as a member of the elite Flight Demonstration Squadron of the U.S. Navy. There are a number of things that you have to learn before you can fly an air show, and you'll find nowhere better to do that than sitting in front of your Amiga.

In the game you fly an F/A-18 Hornet and are called upon to perform manoeuvres ranging from the trivially simple to the mindbogglingly complex at the speed of sound (well, not quite but it sounds good) and at heights sometimes less that a hundred feet off the ground. And it doesn't stop there. You'll be expected to do all this while staying in formation with your teammates just a few feet from your wingtips. Aiiiee!!

An excellent list of options give you the chance to gradually work up from just watching manoeuvres as a spectator or practising in a simulator to practising for real.

Once you get into the air shows (he says as if it was easy - which it's not) you're given a list of manoeuvres that you'll be expected to execute. Your on-board instruments give you advice and prompt you as you work your way through the set-pieces. If, during the display, you go horribly wrong the show will be stopped and everybody will point at you and laugh very loudly, so be warned. There are records to be broken based upon a percentage of error and you can examine your flight and performance after any outing.

Alhough well-designed and programmed, the problem with Blue Angels is that it's a very limited concept. To give it its dues, however, it is fairly original, and while I personally didn't get too excited by it, it at least makes a change from the usual run-of-the-mill flight sims.

OVERALL 63%

WORLD CLASS RUGBY

Audiogenic

£14.99

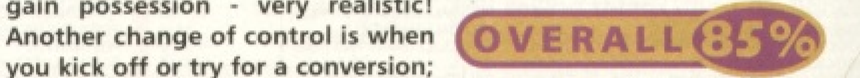
Although nearly two years old now (it was originally released in time to tie-in with the '91 World Cup) World Class Rugby still shapes up nicely even by today's standards. It tries to do for rugby what Kick Off and its ilk did for footy, and by and large it succeeds.

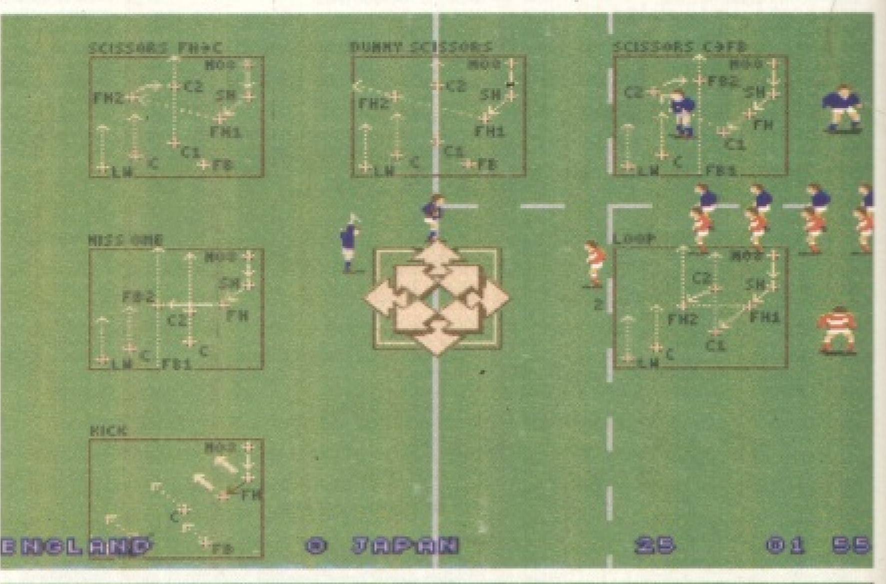
World Class Rugby employs several control systems and styles during plat, but for the most part you control the player nearest the ball, changing to a John Madden-like set moves selection screen whenever a line-out or scrum occurs. When a tackle occurs, all the forwards steam in for the ball and you have to wiggle the joystick as fast as possible to gain possession - very realistic! Another change of control is when you kick off or try for a conversion; a slider bar appears and you need to time your press of the button to set your aim and power.

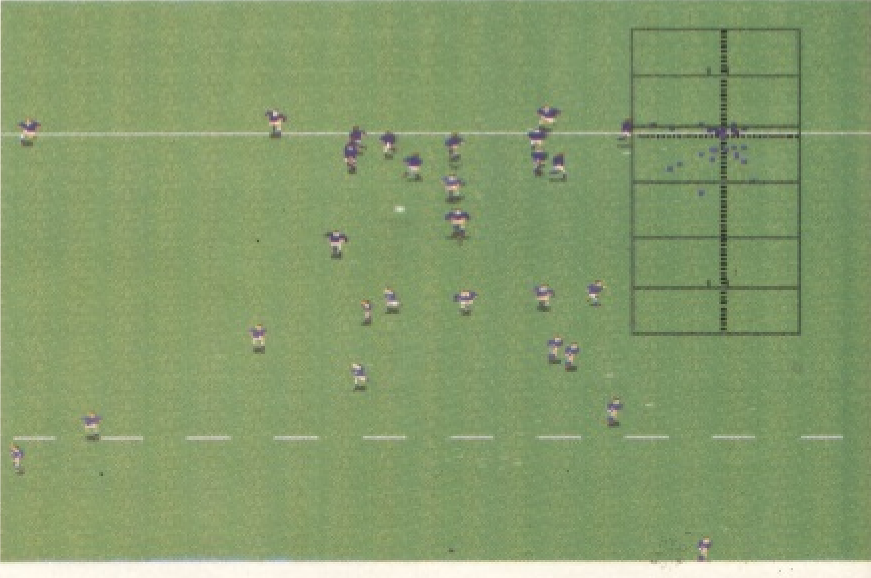
There's a number of different views available including a choice of either 2D or 3D pitches as well as a 'blimp view' which covers a larger area of the pitch but with an obviously smaller scale. Action replays can also be run and saved to disk should you perform something quite amazing.

I'm no rugby expert but all the correct rules appear to have been included and implemented, with fouls, penalties, grounding, etc, all doing their thang at the appropriate moment. The pre-game option screen is comprehensive, allowing you to alter the individual details and skills of all the teams and players involved, as well as look at fixtures and overall cup placements. From here you can also opt to take part in the World Cup or Five Nations Championship as well as participate in one-off friendlies.

I really hated playing rugby at school and I can't recall ever having played a rugby computer game before this, but I really enjoyed this and found it very easy to take control of. Recommended to all sports sim fans.





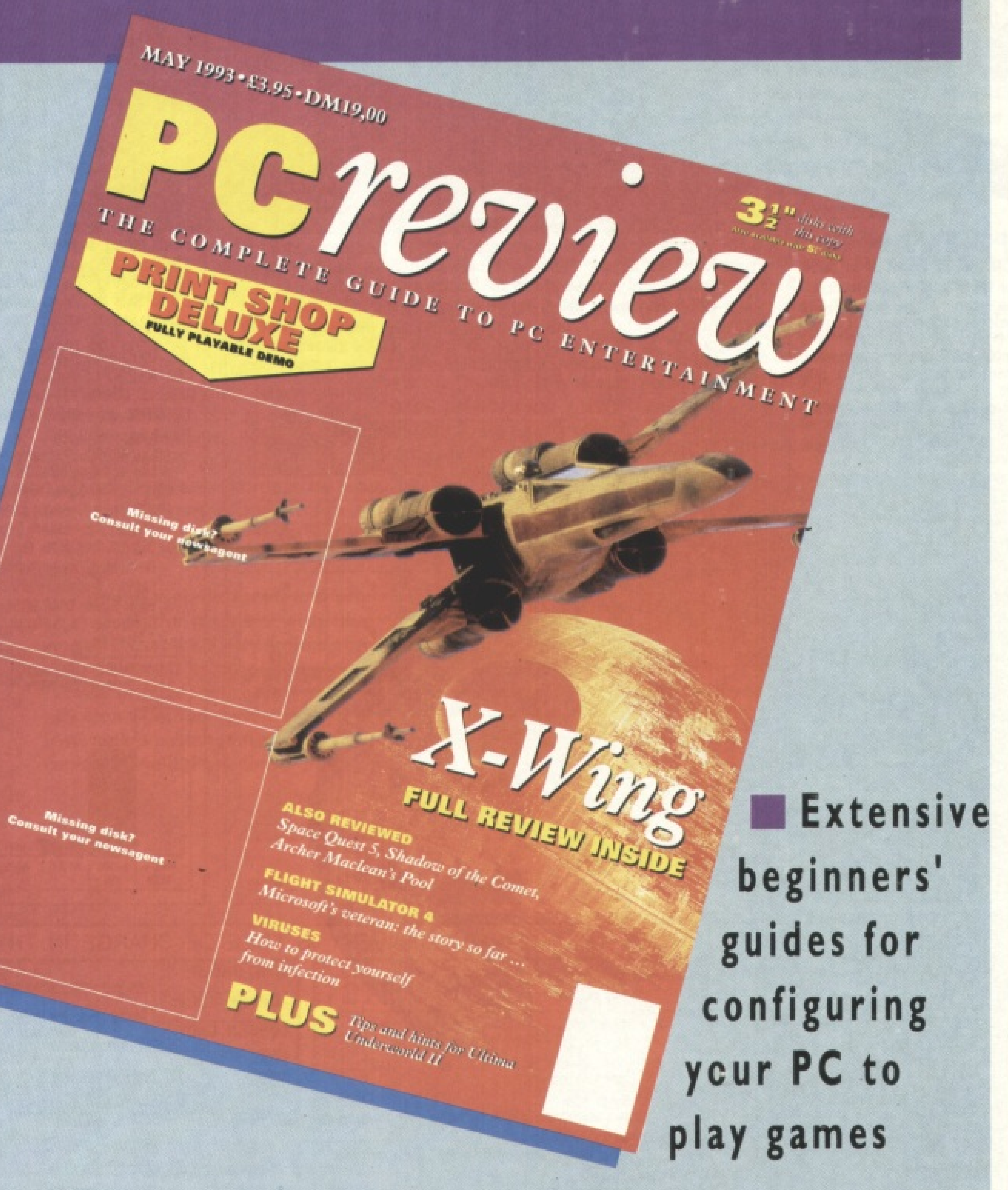


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Tiptown was silent now. As the gunsmoke cleared, Hired Guns, Alfred Chicken, Space Hulk and Ishar 2 surveyed the carnage that they had caused. "Those steenking pig-dogs were no match for us, amigos!" shouted Hulk.

"Saddle up, compadres," said Hired Guns. "Hintsville is just over that rise. We can be there by sunset."

"Jost in time to have a leeetle fon, eh blondie?" hissed Ishar 2, and they all started laughing.

"It's not nice you laughin'," said a voice from behind them. They turned. There, silhouetted against the dying sun, stood Kill Zone, sheriff of Cheat County.

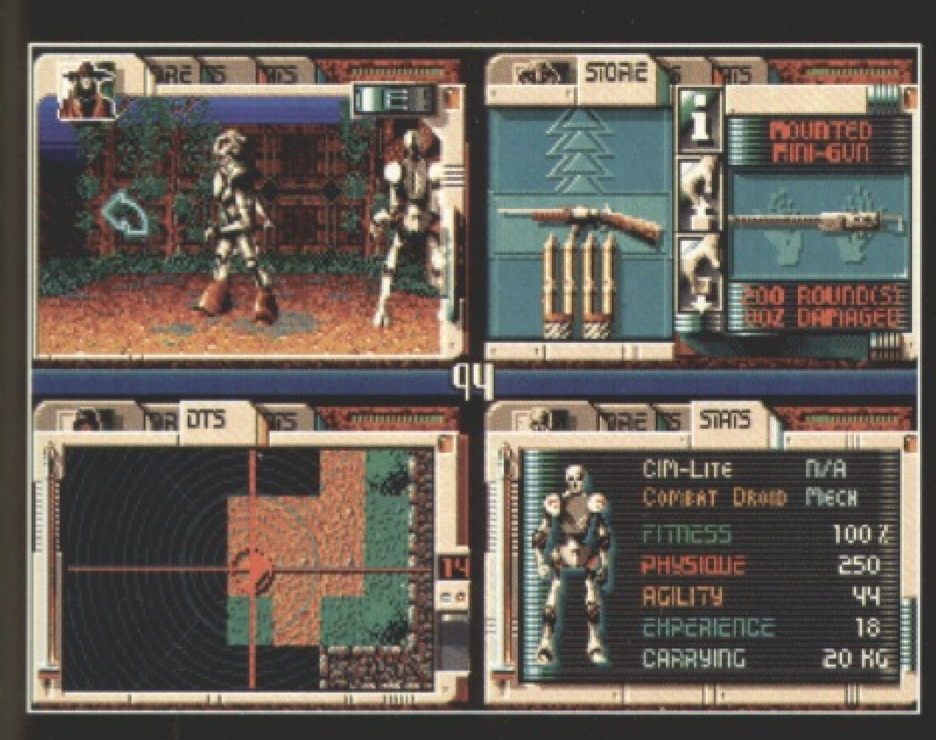
"Aye caramba," whispered Alfred Chicken, "We are done for..."



HIRED GUNS

Are you finding that the guns you hired just weren't worth the money? Do you feel that, with your playing skills, some sort of long-term lease was in order? Never mind - here's Psygnosis with a little information to help you get more for your readies.



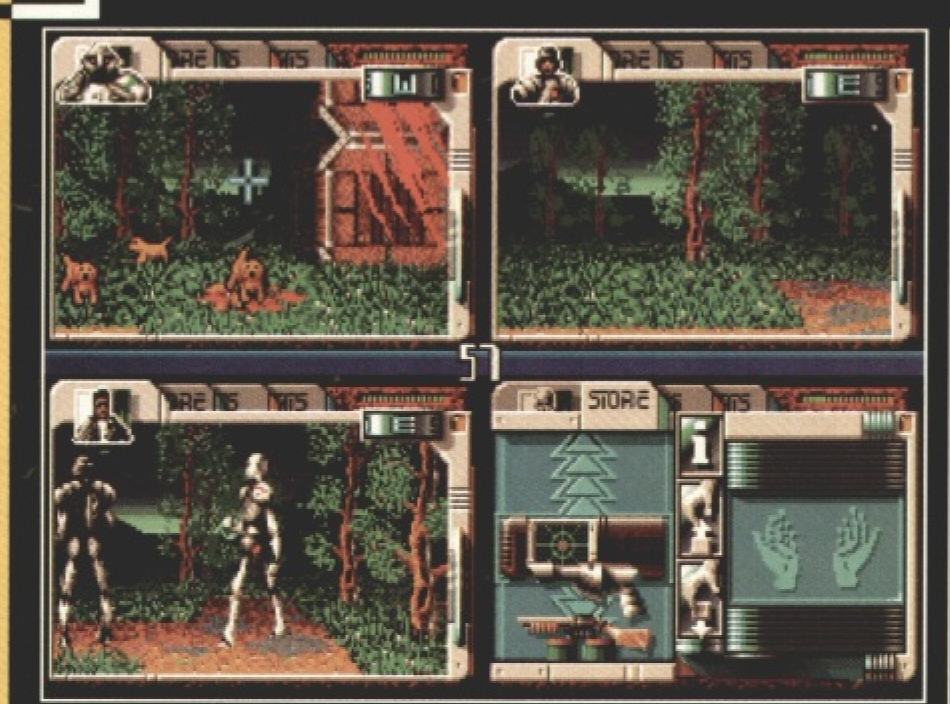


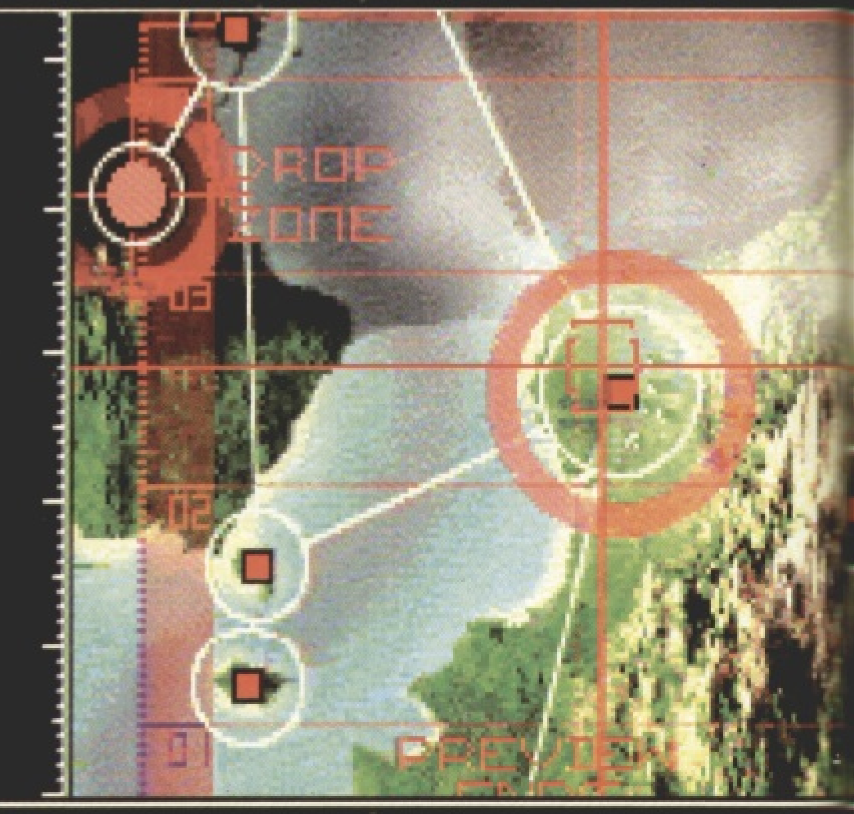
GENERAL HINTS

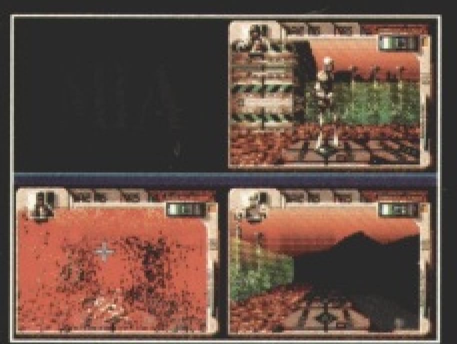
What follows is a list of highly important, yet seemingly unconnected, information. It's vital that you read through it all and absorb what it says. Better still, hide this info from your mates and laugh as you stomp all over them!

First, we'll talk about equipment. If you find that some of your characters can't carry very much, then strip them down and arm them with 9mm weapons. These use the lightest ammunition you can lay your hands on and so don't weigh you down all that much. Unless, of course, the character is a medical officer. She comes ready equipped with an excellent selection of first-aid kits and other medical goodies, but is a bit crap in combat. Also, she doesn't carry anything for droids, so if you're the kind of person that just doesn't get hit very often but needs to repair robots a lot don't bother bringing her.

There is a popular misconception that the bigger a gun is the better it is. In Hired Guns this is not always the case. Take the mini-gun, for example. Sure, it's powerful, but remember that it is heavy, inaccurate and uses a lot of ammunition. The Hand Flourine Laser on the other







hand, while being small, is accurate and even more powerful. It looks like size isn't everything, after all! The Banana Gun is the most powerful one in the game, just for your information. If you want to get your hands on it, you'll find it in the Spaceport level.

Remember to look after your equipment and droids. Be very, very careful when entering water, as this can damage a lot of your equipment without you realising. Laser equipment suffers particularly badly in water. To heal a droid, you'll need to get your hands on a Droid Repair kit. Food and Medical kits have no effect at all, but the HEAL Psi-Amp will heal anything.

One last point when it comes to looking after your equipment - check your inventory after combat. A stray laser bolt doesn't only cause you to lose energy. If you're really unlucky, that vitally-important item you put in the top pocket of your backpack to stop it getting squashed may have been turned into a pile of disintegrating dust!

Speaking of combat, as we did briefly, watch out for the cursor when you use grenades. It tells you how high or low you will lob the portable bomb, and the height is crucial. If you throw it too high, it will sail over the head of the intended victim and cause no damage at all. If you throw it too low, it might rebound off your target, back to you and cause you a whole bundle of trouble!

When shooting a creature you are only hitting it when it is flashing. If you find that you are blazing away and it is having no effect at all, then try moving the cursor a little. If that doesn't help, then switch to a more accurate weapon, but don't just keep firing and wasting all your ammunition.

Finally, some creatures have multi-coloured forcefields around them. The only thing that can blast through this is a damaging Psi-Amp, such as DEVASTATION or INFERNO. By using these, you can kill a creature before you have to face it.

Oh, did I mention...

PSI-AMPS

You bet I did, and what a handy bunch of items they are. Just in case you aren't too familiar, Psi-Amps can do all manner of things, from creating bridges to knocking seven bells out of the enemy. Keep an eye out for them at all times and when you find one keep it safe. A word of warning though - they are all charged, and the damaging ones can injure your own players if misused. You have been told. Don't come crying to me later.

Anyway, here's a list of all the Psi-Amps in the game, and what you can expect of them.

1 SHIELD

Well, this one's fairly self explanatory really, isn't it? What it does - for the thickies out there - is project a invisible wall around the player which then protects the user from most of the effects of projectiles (i.e. bullets) and hand-to-hand weapons. Remember I said most of the effects - it doesn't make you invincible.

2 ELECTRIFY

Think of it as a magic missile. Come on, you've all played Dungeons & Dragons at some point, haven't you? This fires a small electrical charge at whoever happens to be standing in front of the player.

3 CURE POISON

If you want to be really technical, this cleanses the user's bloodstream of toxic alien materials. In plain English, it gets rid of infections and fungus, and generally neutralises poison. Mind you, it only works on humans. Then again, robots don't usually have bloodstreams, do they?

4 FARSIGHT

This is a very useful one indeed. It links up with your Digital Terrain Sensor and increases its range two-fold. The practical upshot of this is that you can see twice as far on your map as before - ideal for keeping yourself safe and vital on the later levels. You just ask my Aunt!

5 SHOCK BLAST

Places a dress over the uniform of the male players and then sends them home to see their parents. No, seriously it creates a compression wave, similar to that felt after a detonation. Very disruptive and effective against both humans and droids. What a handy weapon!

6 HEAL

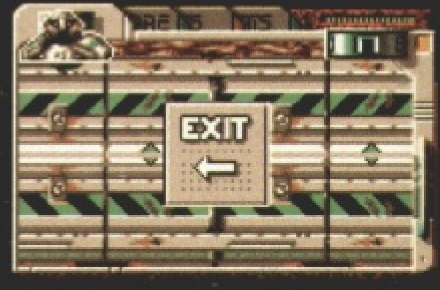
We've already covered this one, as you should already know. This speeds up the healing process no end, and works on both humans and droids. Do I really need to say any more?

7 FIRESHIELD

Cor, what a good name for a song! Other than that, it performs much the same function as the SHIELD Psi-Amp in that it produces wall around the player, only this time it protects you from most of the effects of plasma weapons. Once again, it only protects you against most of the effects, not all.

8 INFERNO

This is an extremely dangerous one to use and you should be very careful with it. It create a full-strength ball of flaming plasma directly in front of the user and, unless you take some sort of precaution, such as putting up a shield or taking a step backwards, you can get hurt by it yourself.









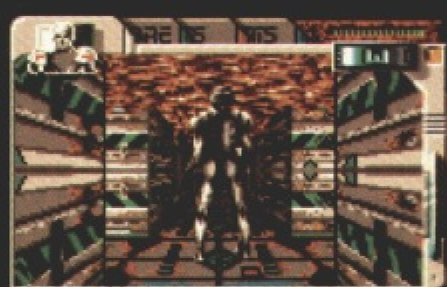
9 BANISH WALL

You know those solid fields of matter that would normally repel all other matter? Those sheets of resonance? Those... walls? This gets rid of the bit you're looking at. Handy in a maze, I can tell you.

10 BRIDGE

This is extremely useful when it comes to crossing large stretches of water when you are carrying a lot of laser equipment. A quick toot on this and you've got your very own self-suspending platform! It doesn't last forever, though, so be quick.





11 WALL

Remember those solid fields of matter I mentioned a few lines earlier? Those ones that you could get rid of with the BANISH WALL Psi-Amp? Well, this one lets you build some of your very own, probably for the points where you have accidentally banished one you didn't mean to!

12 FLOAT

"I wish I could fly, right up to the sky, but I can't." You can, Orville, if you happen to have in your possession a FLOAT Amp. Well, not exactly. What this does is let you fall from a great height and then gently drift down to the ground without hurting yourself.

13 STRENGTH

Have you given your characters a lighter gun with lighter ammunition and still found that they just can't hack it when it comes to carrying large amounts of equipment? Then you need to play with one of these, as it will seriously increase the carrying capacity of the user.

14 FIREBALL

No, not the XL5 kind. Like INFERNO, this creates a huge ball of flaming plasma, though instead of just sitting there it flies off in the direction the user is facing. One thing you to watch out for is the rebound in an enclosed space - you might just find it flying back at you!

15 GILLS

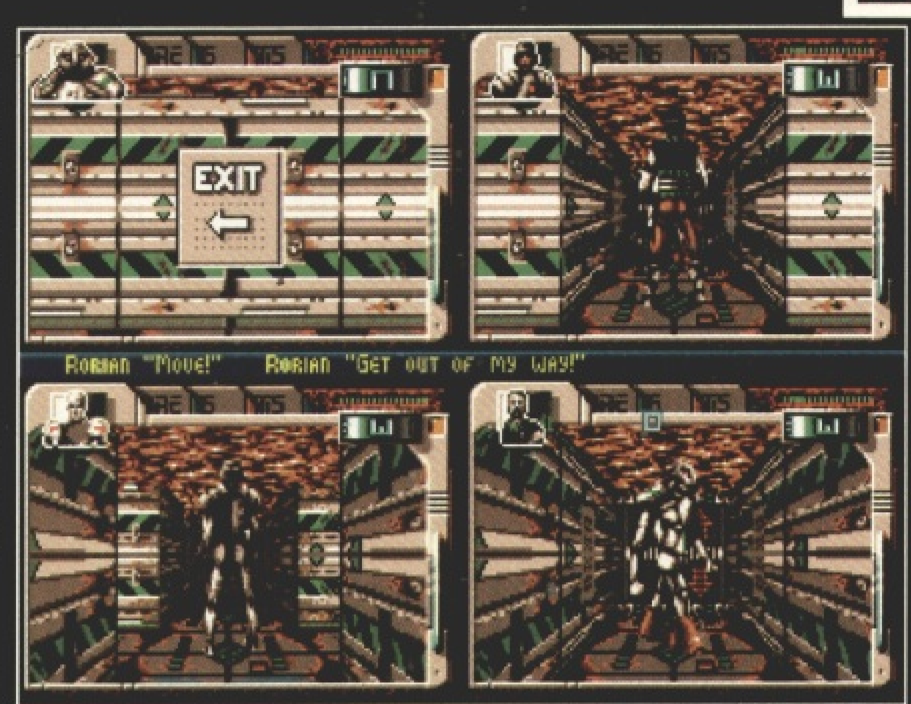
Could this be the most useless one there is? This will allow the user to breathe underwater for about five minutes before it needs to be recharged. However, it offers no other protection for you or your equipment so you could end up with a bunch of dead laser rifles, if you aren't careful.

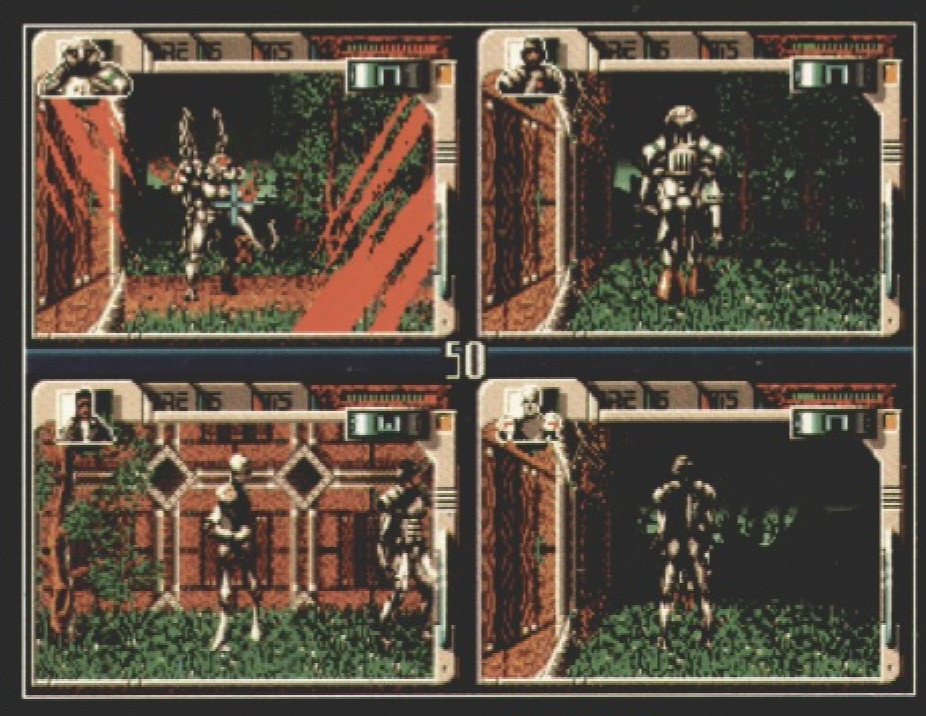
16 TELEPORT

This doesn't work like most teleports, in that it doesn't take you to a preset or predestined location. Instead, it just zaps you to a random location somewhere within a small distance. It might not sound all that useful, but it is very handy to have when you're surrounded by a crowd of monsters.

17 MIRACLE

This is an extremely valuable one that teaches you to play the piano while having fun. Really, it randomly emulates one of the other Psi-Amps. Okay, so you can't actually use it for any intentional reason, and getting GILLS when you really wanted INFERNO isn't going to make your life much easier, but you'll probably have a lot of fun with it!





18 SHIFT

No, it doesn't just turn lower case into UPPER CASE. It actually functions a little like an invisible travelator, in that it slides the user forward until they hit a solid object, even floating them over gaps and water. Easier than jumping.

19 PART WAVES

So that's how Moses did it! This actually clears a small section of water allowing the user to step through without getting even slightly damp. It will only work if the user is slightly submerged, though. Any more, and you'll just have to drown.

20 TRANSMUTE

The TRANSMUTE Amp will change any item into a random one from the game. Most of the time you'll get food, but you never know. You might be lucky and turn an empty food container into a disrupter cannon!

21 REPAIR

Have you had all your items smashed? Is Hugh Scully laughing his face off and tearing up that fat cheque he was waving in your face? Never mind, because this will fix anything.

22 WATERPROOF

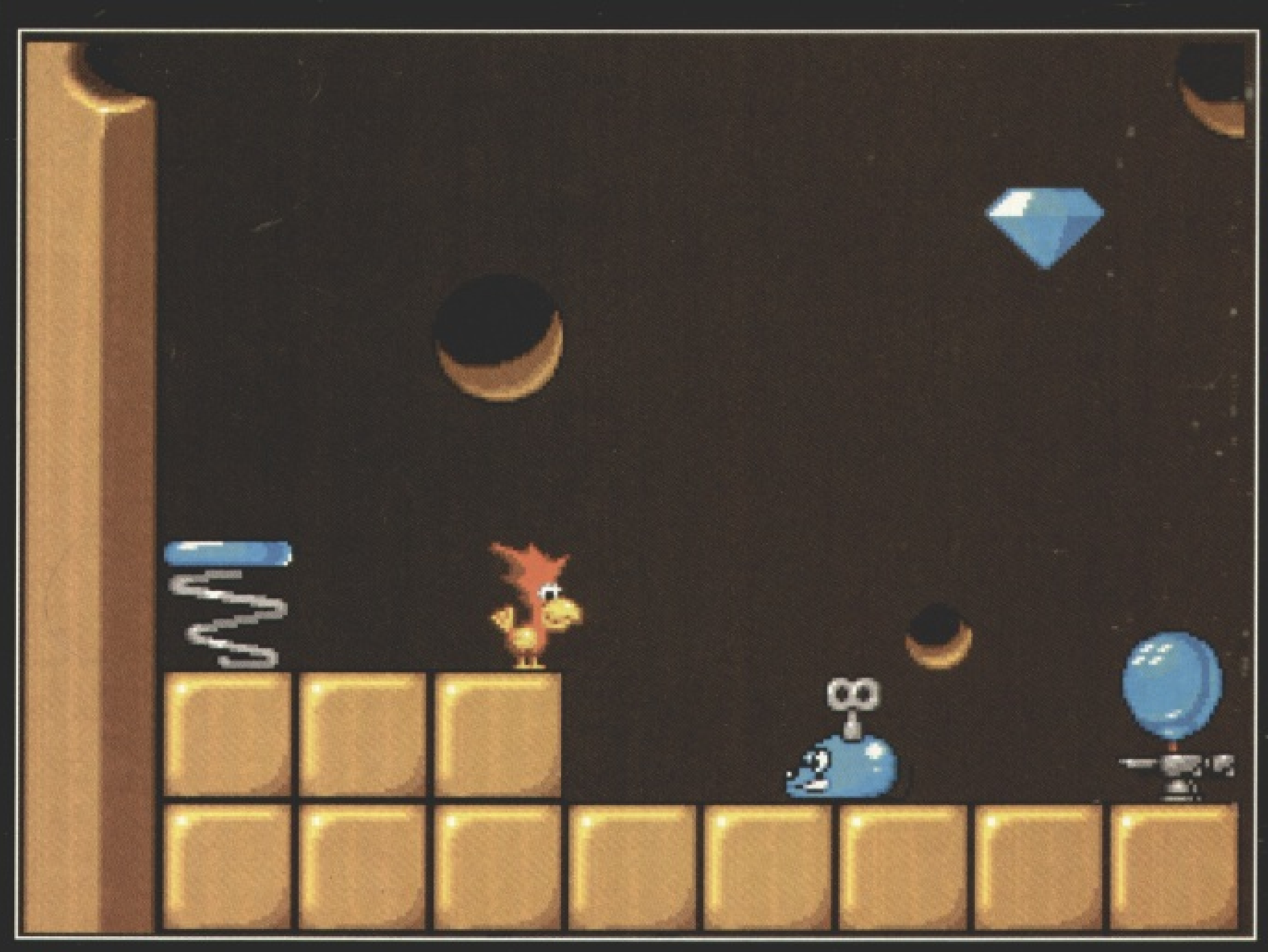
And finally, we come to the Amp that is actually a Kagool, or Pacamac as they are sometimes known. This lasts for three minutes and lets the user walk through water without getting wet. Could you ask for anything more?



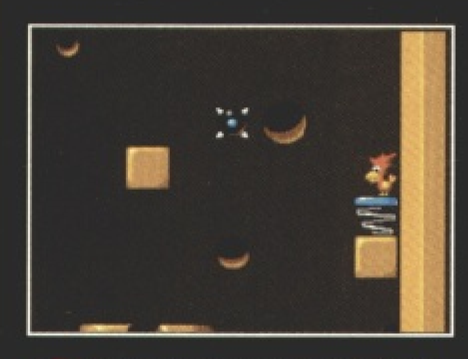
TIPS

ALFRED CH

It's finger-lickin' time! Have you been going clucking crazy with Mindscape's excellent platformer? Do you really want some help? Is the Queen getting a large tax bill next year? Here's the first part of our complete players guide.



1 Here we are on Level 1.1, and here we have one of the first real obstacles you're going to come across - the clockwork mice. If you've got some feed you can blow them away easily, but if that's too much trouble, you could just leap up as high as you can and then come down beak first onto them!



2 These springs are found about three quarters of the way up the level, and are even more useful than they first appear. There are loads of gems to collect, as you can see, but even better you can use the springs to propel yourself up to a balloon on a platform to the left of the springs!



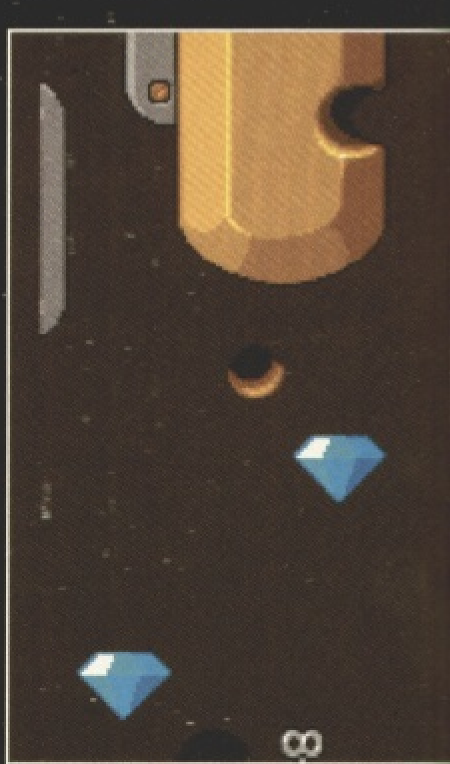
3 There is a warp room on Level 1.2, but you'll need to take two completely different steps to find it. First, go to the very left of the level, and jump off the spring you find there. Jump as high as you can, and you'll uncover a secret door. Oooh!



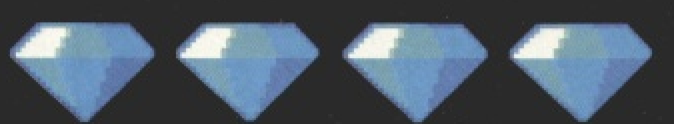
4 Now go all the way to the top-right corner of the level and throw some feed into the air. With any luck you'll hit a hidden block, which will appear. Jump on top of it and then jump up and to the right, so that you leap off-screen. If all goes to plan, you will stay out of sight. Move left until you drop down in front of the door you found earlier and you'll enter the Warp Room!



5 Before you can get to the Warp Room you'll need to travel up this long entrance level. Watch out for the chainsaw that comes at you after a few seconds and don't worry too much about all the extra points waiting to be collected. One thing to look out for, though, is the extra life about half way up. It looks like an egg yelling to be rescued, if you didn't already guess.



6 Finally on Level 1 there's a secret room which can be accessed at this point, which is on the bottom of section 1.2. To get in, leap up while pushing to the right, and you'll walk through the wall. From here you can keep going and watch those points rise!



ICKEN





7 Level 2 is decidedly tricker than Level 1, as there are switches dotted about the place that turn certain blocks on and off. At the bottom of the screen, watch out for the tricky couple of leaps over the spiked balls.





8 Again, there is a secret room on this level. To get to it you'll need to get into this little nook (or is it a cranny? It might even be a knoll!) and then walk to the right to pass through these blocks. Once again, just watch those points start piling up!



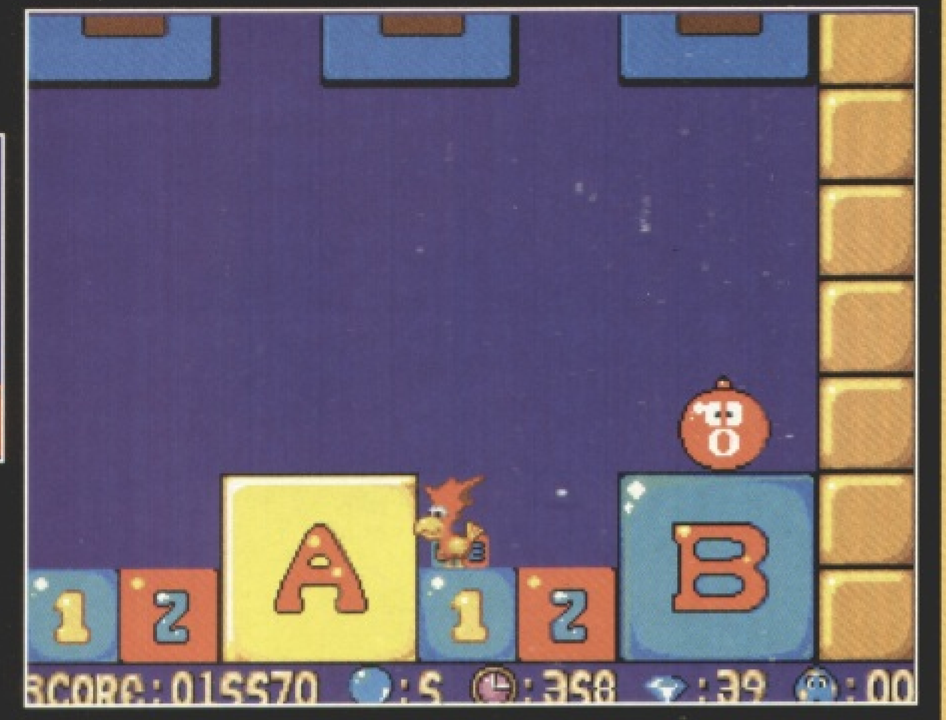
9 Within a short space of time, you will find yourself in this Block Room. Three of the four exits lead to the last section of this level and one of them doesn't. For your information, it's the door at the top of the level, placed on the block with the large letter 'C', that leads to section 2.2. You can go there if you want, but I wouldn't advise it.



10 This is a really tricky one, as one wrong move sees Alfred impaled on spikes, covered in eleven herbs and spices and served with a ludicrous amount of lettuce. To actually get moving on this level, you need to stand on this block and then peck the one next to it. This will get the lift moving. Jump on and go for a ride!



11 At this point the mice start to be a problem. Use feed to get rid of them before you make the jump, as those ever-ready spikes are ever ready for you to make a mistake.

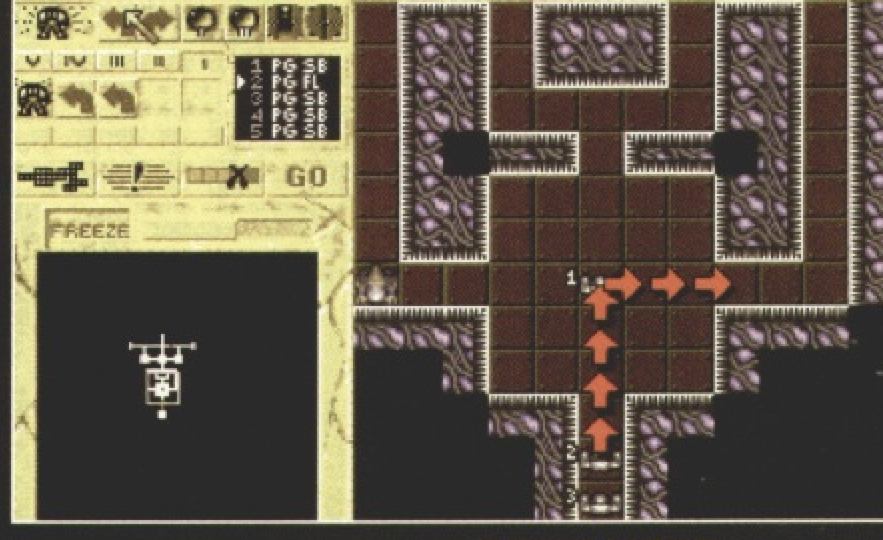


12 Watch out for these bombs at the end of the level. You can always tell when they are about to drop as they give a really depressed look, and then fall. Watch their faces carefully as you walk under them and, as soon as they look upset, run out of the way!

SPACE H

Simon couldn't take it. Matt couldn't take it. Even Dave had to pop off to the toilet every now and again. Come on, it's time to come out from behind the sofa as we guide you through the depths of the darkest Space Hulks.





GENERAL TIPS

Naturally the first thing you want to do is master the tutorials. I know it might sound obvious to point this out but you'd be surprised at how many people make things too hard for themselves by skipping this extremely useful training period. Repeat the first three as many times as it takes for the controls to become second nature. Learn every single move available and use them all - this will make things a lot easier when you go into battle.

The final two basic tutorials are there to help you perfect your combat tactics. In the last, make sure that you have your Terminators covering each other. Working out the best ways to do this in confined spaces is a talent that will save your bacon in numerous places later in the game. One thing to watch out for - try not to have Terminators in adjacent squares. If one should get attacked, you just won't have the time to react before your entire party gets wiped out.

The two most popular weapons in the game are the Storm Bolter and the Lightning Claws, so get used to operating both. The Storm Bolter is best in Hulks that have large open rooms and long straight corridors, but watch out for it jamming and always be ready to unjam it. Lightning Claws will tip the odds heavily in your favour when it comes to hand-to-hand combat, so use Terminators with these to block corridors and seal off areas.

Finally, at some points in the Hulks you'll come across doors which are lighter coloured than the usual doors and have insignia all over them. These can only be opened and closed by Terminators, so use them to block passages and stop Genestealers from chasing you all over the shop!



ADVANCED TUTORIALS

TUTORIAL 1

You have to move quickly on this mission, due to the fact that you're operating on a time limit. The artifact you're looking for is in the south-west corner of a room in the eastern side of the hulk, measuring three squares by three squares. Collect it and run to the exit, remembering to close the final door you go through to complete the mission.

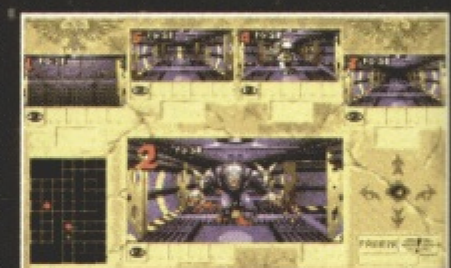
TUTORIAL 2

Place your Terminators to cover all entrances around the starting area and get ready for some action. Where possible, keep firing to stop ambushes happening and pray for the best. If you find yourself down to one Terminator then run like hell to the rescue zone and don't look back. If you need to, keep using the Freeze Time option to check the positions of the Genestealers.

TUTORIAL 3

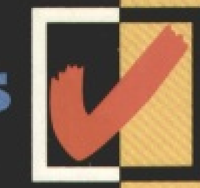
This is quite a simple one that teaches you how to use doors to your advantage. On this particular Hulk the Genestealers can't open the doors, so use them to keep the nasty beasties out of your way. Move in single file, if you can, and always control the lead Terminator. When left alone the musclebound heroes have a tendency to blow doors open, and once that's done they can't be closed again. By the way, never open a door when there's a Genestealer on the other side - they can be through the gap and at your throat before you can even draw your gun.





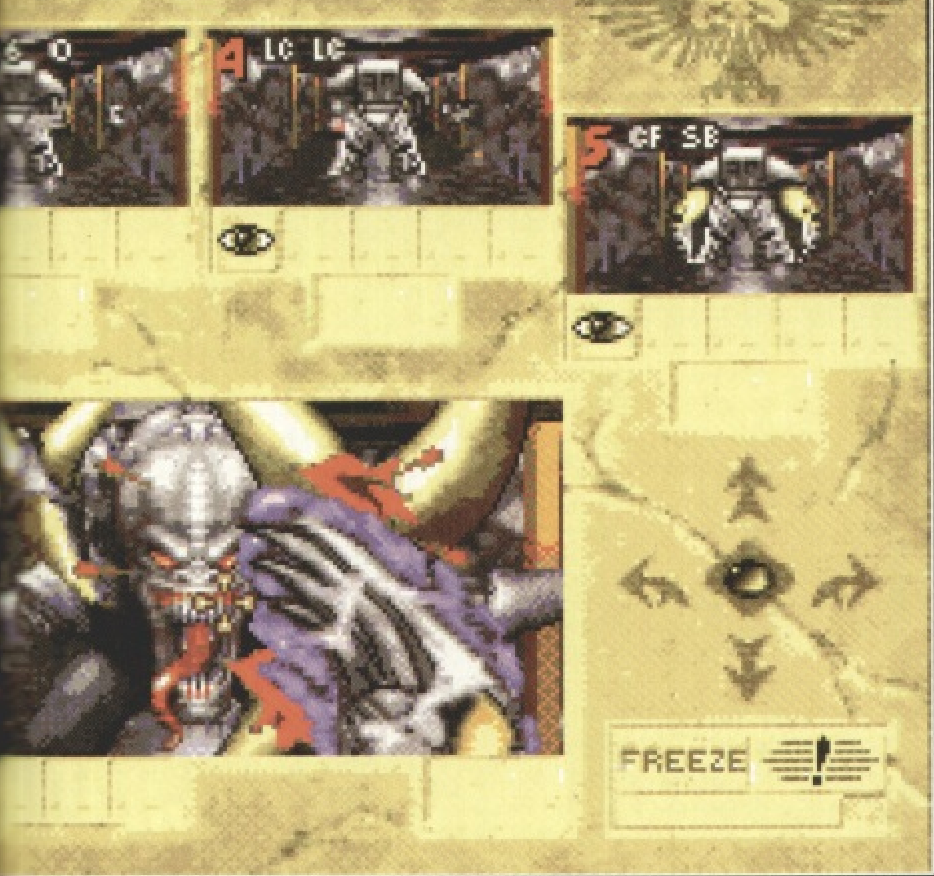
TUTORIAL 4

This one is all about positioning, so here's how you should position your posse. Leave the dude with the Heavy

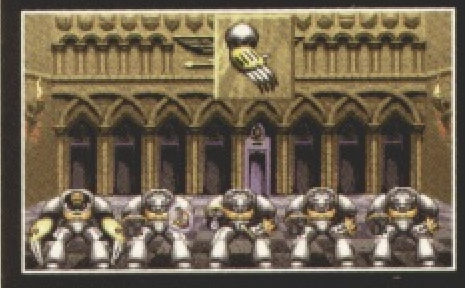


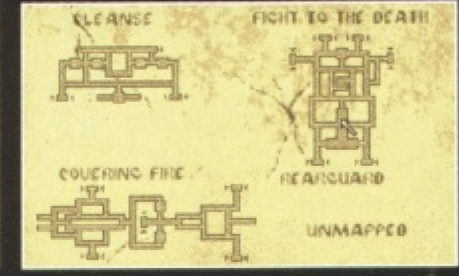
ULK













Flamer covering the starting point, and then get the guys with the Storm Bolters to cover all the entry corridors, effectively covering any entry points. Stay alert and be ready to jump in at the first sign of trouble. If you lose one Terminator this is going to be really hard to complete!

TUTORIAL 5

In this tutorial your main concern should be to get the Heavy Flamer to the target and you may need to sacrifice Terminators to get him there. This doesn't matter - just keep your eye out for an opening and move quickly when you find it. Just get going, alright?

TUTORIAL 6

If you can't figure this one out by now then you must be a right thicky. Place two Terminators on opposite sides of the corridors leading from the Genebanks, keeping the last one out of the way as a reserve. Now just blast like mad until your objective is reached.

TUTORIAL 7

If you aren't aware of how many problems the Flamer can cause, then this is the mission that shows you. If you can really avoid it don't flame in the main corridor, as this will slow down your forward progress a hell of a lot. Try to lead the Genestealers into the side corridors before blowing them away. As in Tutorial 5, your real concern is to get at least one Flamer to the target, so do whatever is necessary. Don't worry about their families - the success is all that counts!

TUTORIAL 8

To free the trapped squad you'll need to use your Assault Cannons to blow open the area. When you have freed the squad then you can use the Storm Bolters to escort the Heavy Flamer back





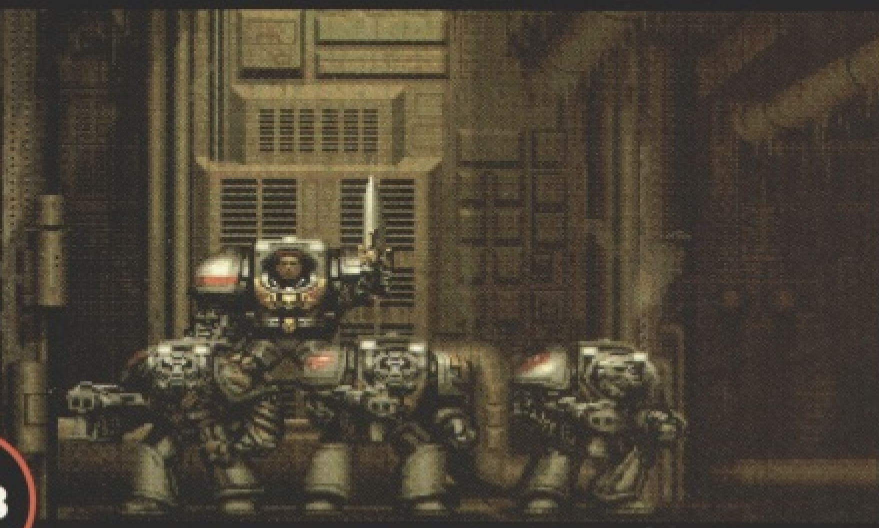
to the target area on the west side of the map. Flame the area and then go along the southern corridor to get to the east target. The door in the middle of the corridor can't be opened by the Genestealers, so use it in any way you can to lighten your load.

TUTORIAL 9

The final advanced tutorial. Funnily enough, I can explain it away in a couple of short sentences. Place Storm Bolters at the ends of the two corridors running north and south and then keep your finger on the fire button. Easy or what?

SINGLE-SQUAD MISSIONS

If, by this point, you are wondering quite why the mission descriptions here are so short, let me explain one thing: there is no guaranteed way to do a mission. All we are aiming to do here is give you some tactical advice and perhaps make things a little easier for you. Okay?



PURIFY

The most important thing to remember in this mission is to protect the Flamers. The first two rooms you need to flame are easy enough to reach but you might have a little trouble getting to the final two rooms. The easiest way to get to them is to place a Storm Bolter in front of each of the Flamers and then lead the way to the target. Doing it this way will mean you'll have to lose the two Storm Bolters but who cares?

BLOCKADE

A simple one in theory, but a little harder than it sounds in practice. Leave the Heavy Flamer behind at the start and use him to cover the lower corridor. The Terminators you have left should be used to cover and protect the one carrying the CAT unit all the way to the exit point. Once there, just close the door to end the mission.

STRANDED

In this mission you need to move fast, but if you can get into position fast enough it shouldn't be too tough. Use the four Storm Bolters to cover the Genestealer entry points and then run with the Heavy Flamer to the target. The Storm Bolters will be defeated but this will take a little time, which you should use to race to your objective.

LOST SCROLLS

The most difficult thing about this mission is finding the scrolls themselves, so we'll tell you where they are to stop you sending Terminators into unnecessary danger. In the centre of the map are three clustered rooms. In the north-west corner of the north-east room you'll find the first scroll. The second is in the corridor south of the north-west room. The third scroll is against the east wall in the south end of the wide corridor that runs down the west side of the level. You can do this mission with five Storm Bolters, but if you should lose any you're going to find your work cut out.

ADVANCE

If you examine the map at the start of this mission you'll see that there are only ten Genestealers on this Hulk and there are no genebanks to generate more. So, instead of rushing into danger, move to the best defensive points near the starting position and wait for the Genestealers to come to you. Once you've blown them all away you can head for the Heavy Flamer's target room, which is in the south central area of the Hulk.

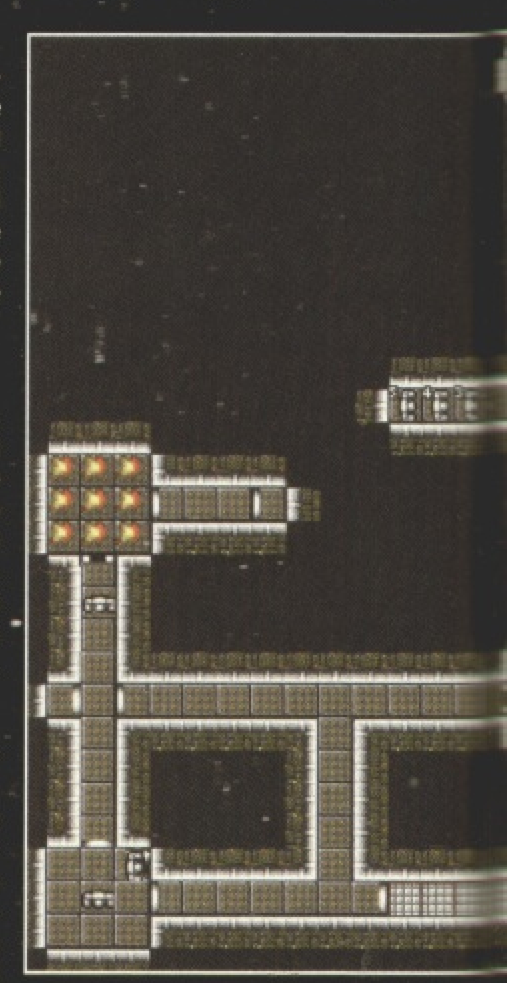
SWARM

Cover your rear! This is about the only helpful thing that can be said about this mission. The exit room only has room for one Terminator, so don't worry too much about using the rest of the squad to lure the Genestealers away. Just move quickly and pray!

TWO-SQUAD MISSIONS

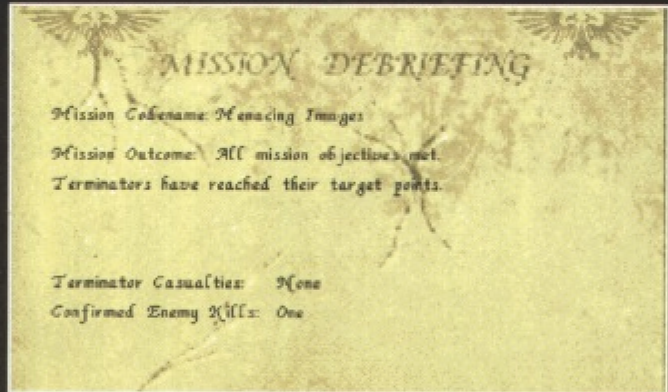
CLEANSE

You know what you have to do, so here's how to do it. Use the long corridors whenever possibie, so that you can use the Storm Bolters to their biggest advantage. Keep your Bolters spread



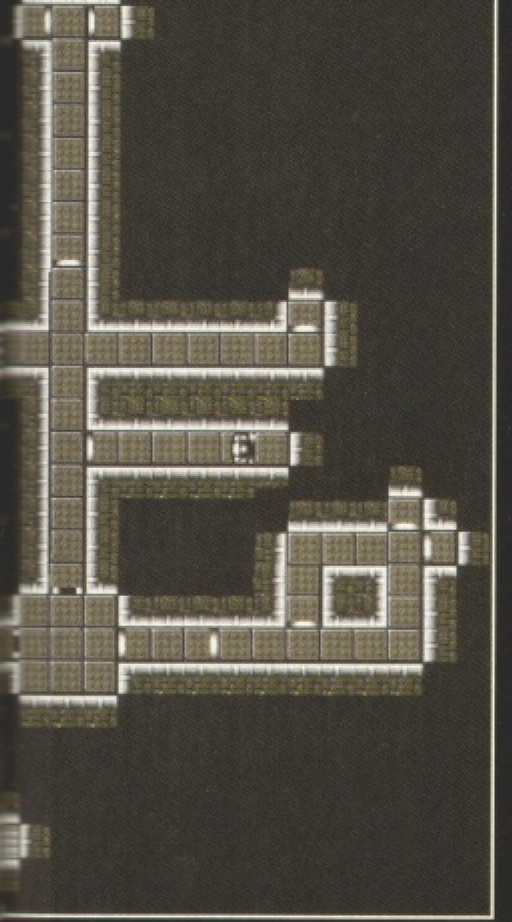






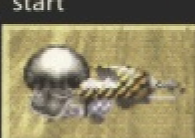
out by at least three or four squares, and try to keep two Storm Bolters to each Heavy Flamer. If you can get away with only moving one Flamer around then all the better, as this leaves the other in reserve.





FIGHT TO THE DEATH

Move Terminators Five and Ten to the rear of the two entry points. Now move the remaining gang into the corridors surrounding the core and start blasting. When they start getting killed don't worry, as you should only expect Terminators Five and Ten to be still standing at the end of the mission.



COVERING FIRE

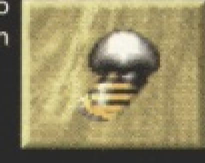
The first thing to note is that Terminator Three is carrying the CAT unit. This is a long mission, so move slowly and carefully. Keep a couple of Terminators trailing at the back to cover the rear, and make sure your Flamers are among them. Flamers don't automatically fire, so keep looking around to make sure nothing's coming at you.



REARGUARD

The Magus is in the centre of the level and your Flamer's target is in the south end of the Hulk. When arming your squad make the weapons primarily Lightning Claws, as the small corridors of this Hulk make Storm Bolters useless. For a second weapon use a good close combat tool, like a Chain Fist.

To kill the Magus, walk to the edge of the area being flamed and wait for the flames to drop. When they do, step forward and take it out with a Flamer. Once it is dead get your Flamer to the target area and blow it away. The Terminators should be able to hold off the Genestealers with their Lightning Claws.



SPACE HULK ORIGINAL MISSIONS

SUICIDE

The thing about this mission is that you have only just enough Storm Bolters to cover all the corridors. Should someone get killed then you're going to find the rest of the mission very hard to complete. Watch the back of the Terminator carrying the Heavy Flamer, as the mission ends instantly should he get killed. Your best option is to move all the Terminators to points where all corridors are covered before thinking about shifting the Flamer.



EXTERMINATE

This is quite an easy one, if you get the positioning right. If you look at your map you'll see that there are only two corridors leading to your team so get a Storm Bolter to cover each one. Move the other two Bolters into back-up positions, at least three or four squares behind the main guys, and wait!

RESCUE

In this mission, your main priority is to keep the team with the CAT on the move. You'll find, if you're unlucky enough to get stuck in any one location, that the Genestealers home in on you in no time at all. Try and keep the corridors that lead to the Genebanks covered at all times, and use the Heavy Flamers to seal off other corridors if you think it's necessary. Remember that the Flamers don't fire of their own accord - you need to fire them yourself.

CLEANSE AND BURN

Use a Storm Bolter to block each of the two long corridors in this Hulk, remembering to get the Heavy Flamers out of the way while they move into position. The other Storm Bolters in your team should cover all known Genestealer entry points. Now send one Heavy Flamer to deal with both targets, with a Storm Bolter to cover him if you can spare it. This way, should you lose the Flamer, you've got another to pick up the pieces.

DECOY

This should cause you no problems at all, and if you can't work it out using standard procedure, then you're some kind of dummy. With careful positioning, a handful of Storm Bolters will be able to cover the Genestealer entry points, while the remainder head off to the rescue areas. Simple as that.

DEFEND

Again, another simple one. Leave a Storm Bolter and a Heavy Flamer at the ducting to cover it should any Genestealers manage to break through, and just arrange the rest of your squad to cover all Genestealer entry points and corridors leading to the ducting.



NEXT MONTH!

There you go, that should get you through that little selection. Don't miss next month, when we'll show you how to get through the Deathwing campaign, along with a few quick and simple Genestealer recipes!

ISHAR 2

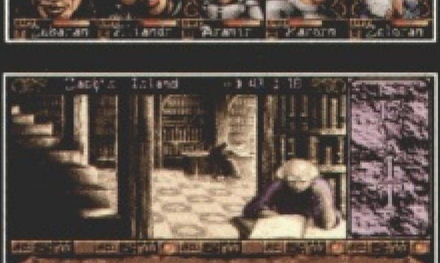
You've been arrested in a nightclub. You and your mates have dressed up as monks. You've given a guy in a dress 10, 000 coins for a map. Now that you're home, though, let's carry on with the Ishar 2 solution!

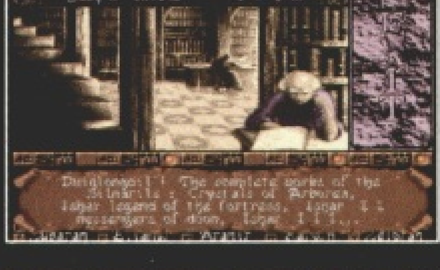
JON'S ISLAND

Jon's Island has all those amazing mountain graphics you've seen in the reviews but try not to get too distracted. Before you go into the mountains, remove the monk's habits and wear the fur coats. Also, tie the ropes to each member of the party to stop any danger of falling.

Now go east across the mountain path, searching the snow as you move, and before long you will find a cauldron in the snow. Take this, as you'll need it, and head back to the west. Follow the mountain road back and head into the mountains when the path splits that way.

Search the mountains as you work through them and you will come across a rhinoceros. After all, how hard can it be to find a rhino? Fight it to the death and then break off its horn. That is all you need to do in this part of the mountains. Go back to the landing stage and get back onto your boat. If the party are hurt, or in need of rest or food then head back to the city. Once done, head for the landing stage to the north-west of the island.







From the north-west harbour go east along the coast. Watch out for the mountain passage leading west. Head up it and be on your guard. It's a good idea at this stage to make sure that your archer is fully armed and that your entire party is ready for battle, as two giants will soon appear and try to kill you. Kill the giants and carry on up the passage until you come across a natural hollow in the ground. Here you will find the Living Sword - an excellent toy. Take this and go back towards the coast once more.

Back at the coast, continue to the north. At the end of this path, you'll reach a small dead end. Walk down this until you come across a disgruntled priest. Prepare the Humbolg potion and give this to him. He'll cheer up almost immediately. In return for your favour, he will give you the parchment for the tree island of Thorm, almost completing your map.

Now return to the harbour and head back to Zach's island for a complete rest. Once your party is ready for battle, set sail for Thorm's Island. If you don't have an iron shield yet, then go and buy one!

THORM'S ISLAND

The first thing you need to do once you land on Thorm's Island is put on the pendant that you took from the dead woman at the start of your adventure. From the harbour take the crossroads to the left, head north and take the second turning on the right. Follow this turning down and at the end you will come across an Ent. You'll know it's an Ent because he will say 'Hello, I am an Ent' or something like that.

Mix up the Jablou potion and give it to him to drink. When he is fully revived he'll drop a pendant. Take this and head south. Take the next turning to the west and go into the small village you find there. Try every hut you come across, as two of the open ones will give you some very useful information.

Now go back to the harbour but don't board the boat. Take the east road and follow it to the end. Along the way furry teddies will attack you but they shouldn't cause you too much trouble. At the end of this road, you'll find a relic, which you should take. Now head back towards the harbour, remembering to kill of any Ewoks that may still feel inclined to attack.

From here go north and then east, and then north again, and once more east. From here just follow the road until you reach the stone druid at the end. Take the rhino horn from your pocket and place it on the druid, which will then wake up. Now give it the iron shield you should have been carrying all along. It will transform it into an magic shield which will protect you against fire.

Now go back the way you came. At the crossing go north, then go east and finally the first north. A monster will attack you which you should slash to bits. Now take the first west turning. Work through the labyrinth, watching out for both false trails and the eagles, and you will come out close to the dead woman at the end of the maze to the west. Around her neck is the key to the town hall in the city. Take this and get back to the harbour as quickly as you can. Head for Zach's Island.

ZACH'S ISLAND

Go to the Town Hall, which you'll find in the extreme north-west corner of the city. Use the key to get in and grab the idol you find inside. Now leave and head for the temple, which you will locate to the west of the bank. Inside, a monk will be waiting for you.





Give him the idol you stole back for him and he will give you the Air Elemental Pendant. Take this and head for the bank.

At the bank, draw out your money and collect it all together to see how much you have left. You will need at least 7,100 coins in all, so use whatever you have over to stock up on weapons and food. Have a meal and book a room in an inn to completely recuperate. Once you are ready, head for the harbour and sail to the fortress on Akeer's Island.







AKEER'S ISLAND

This time follow the left-hand wall, moving north. Keep going until you reach the passage, which you should take. Follow the circular corridor and find the invisible door to the north. Again, this is found by wandering around until someone in your party mentions that they can feel a draught. Step through and follow the corridors that you meet until you reach a flooded area.

Now enter the maze. To solve it, all you need to do is keep heading north through every corridor, and before you know it you'll be out the other side. You'll now be in a room with three weighing scales. In the first two put EXACTLY 3,550 coins. Ignore the third and go back to the catacombs through the maze.

When you go back to the catacombs, all the water will have gone. Continue through this area and take the second exit to the south-east. At the end of this small tunnel, go through the underground passage. When you emerge into the large room, pull the handle at the south-east end. Go to the north-west end and take the treasure that you find there. Wear the Air Elemental Pendant given to you by the monk and go to the north-east end. Leave the room and take the first turning to the right.

As you wander along this passage you'll be attacked by mummies. The easiest way to kill these is to use fire cloud and lightning spells. Carry on through the passage and pick up the skull. Now walk back up the passage to the north, and take the east turning. Along this turning is an invisible door. In the small room behind it, take the treasure and skull you find. Go back through the invisible door and start moving east.

Most of the walls you come across to the east are invisible doors. If you find that you can't walk through one, then step to the south and then try again. There are more invisible doors to your left and right as you wander along, all of which are hiding treasures of one form or another so check any you pass, remembering to go back to the corridor afterwards.





At the end of the invisible doors you will find yourself in the prison. Follow the corridor to the east until you meet the lion-guard. Kill him as quickly as you can, and then walk to the eastern end of the corridor. Here you will find a lock. Use the prison key you took from the monk in the sacrifice chamber in this lock and all the cells in the prison will open.

Turn and head back west along the corridor. In the first cell you come to on the right you will find some treasure. First hunt for the invisible door, shown as always by a draught. Step through this to collect some more treasure.

In one of the other cells is a blind girl. It's very important that you recruit her, so you'll need to dismiss one of your present party. Go to the second cell from the south on the west wall. In here you will discover a secret passage behind an invisible door. Go through the corridor and you will enter an enormous room. It has been cursed, and may cause some of your characters to invert and go bad. To turn them back you'll need to cast a curse-lifting spell. This is the only way you can help them.

Go to the centre of the columns in the middle of the room and pick up the living sword. From here, go to the north of the room, check the wall and go back to the centre. Now go to the south of the room, check the wall and come back once more. Finally go to the west wall, check it and come back again. If it seems like there isn't a door there, click on the plate in front of the wall to open the passage.

When that's done, take the south-east exit from the room. Watch out for the hooks hanging from the ceiling! Go past the door and keep on down the passageway to the south. When you reach the grille at the end release the monkey. Wait for him to return and then open the passageway.

Go to the landing stage you find outside and board your boat. Head round the island back to the fortress landing stage.

AKEER'S ISLAND AGAIN!

Back at the entrance, find your way to the corridor with handles again. Now head north up the passage and follow it around to the west. Before you round the bend prepare to cast the psychic protection spell, as somewhere around this area lurks the Destroying Wizard of Chaos! When he shows up, kill him. Collect the treasures and the skull left behind.

Go back to the passage entrance and this time head down the corridor that leads south-east. Down this passage is the Dangerous Magician. Kill him when you find him and check along the corridor for a secret passage. When you find it you won't be able to open it. Find the statue of the eagle heads and click on the button underneath them to open the passage.

Now go down the secret passage and follow it along to the north. At the end of it you will find a set of six scales. Place the six skulls on the scales and then keep on down the corridor. Kill the guard at the end of it and take the relic he was guarding. Now go back to the landing stage and go back once more to Zach's Island.









NEXT MONTH!

You're almost there now! Tune in next month for the fourth and final episode!

SNIP TIPS

It's not been a bad month for tips, I can tell you, but I wouldn't have been able to do it without you. So keep sending in those hints and tips to me, *Mr Tips*, at: THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The bestest ones will receive a software prize. You'll be glad you did. Before I go I'd just like to say one thing: Bye.

SYNDICATE
Electronic Arts

Gareth McSorley from Milnguvie (hope I spelt that correctly, but your handwriting is a bit tough to read) is completely brilliant and is soon to become better off software-wise. Why? I'll tell you - he's provided some excellent cheats for Bullfrog's epic blast-'em-up, Syndicate. Cheers-ears, mate.

For extra cash, name your company ROB A BANK and you'll be rewarded with 1000000 credits to spend as you wish. So if you've ever fancied a squad with Version Three legs then you're obviously a bit odd.

For extra cash AND all the weapons and modifiers already researched then just name your company COPER TEAM.

Try WATCH THE CLOCK to alter the game's timer so that missions which normally last only 17 hours will be extended to several days, giving you a better chance of completing that particular mission successfully.

GRAHAM GOOCH'S INTERNATIONAL CRICKET
Audiogenic

No, not a load more sad tips (see last issue if you missed them. On second thoughts, don't). Instead a sneaky little cheat which allows you to amass as many runs as you like.

When you're batting whack the ball out into the field and press Pause You'll notice that the fielders will stop dead in their tracks, waiting for you to unpause the game. Well don't. Just keep pressing the fire button and your two batsmen will continue running between the wickets as if nothing's wrong. Continue this procedure until you've collected enough runs to be confident of winning the game and then press ESCAPE to unpause.

BLASTAR
Core Design

Here are some tips from straight from the horse's mouth - Core Design themselves! They admit that there aren't very many hints for the game, but they sent over what Blastar's play-testers recommend you do.

- Collect as many Credits as possible as this will enable you to buy the best equipment.
- Build up as many of the following as possible: Power-ups, Smart Bombs, Lives, and Speed-ups.
- Keep your eye on the scanner - always watch your back.
- When you visit the shop, buy the Cyclon weapon. This will enable you to blast your way through the following levels. If you fail to find enough credits to buy this weapon then you're in for a rough time!

AIRBUS 320 USA
Thalion

Cheatmodes for flight sims usually end up awarding the player billions of weapons, missiles and the like, but because Airbus 320 USA is a pacifist's dream (no conflict, just fly from A to B) there are no such treats here. Nope, the only added bonus you'll gain from this little cheat is over 5400 flights and a 'realistic' performance of over 500%.

To do this, load up Workbench and find a file on the A320 USA disk called "DUMMY". Copy this file and rename it "DUMMY.log". Now, if you sign on with the name "Dummy" the computer will think you're brilliant. When we all know you're not.

BLADE OF DESTINY
US Gold

Not a cheat as such, but a few tips that should make your adventuring just that little bit easier. Thanks to Steve from Notts (embarrassed about your surname, are ya?) for these.

- Try picking dwarves instead of fighters and rogues, because they are better at picking locks than anyone else and they can also hold their own when it comes to a punch-up.
- If you fancy an easy way of building up your experience points then keep bursting into one of the town leaders' house until you are attacked by the guards. Don't worry, there aren't very many of them and they are fairly easy to 'do in' (as it says here).

DEEP CORE
ICE

This playable little shoot-'em-up raised a few eyebrows when it appeared from nowhere back in September. Fancy a few cheats?

For full oxygen, type I NEED OXYGENE during play.

For full energy, type I NEED ENERGY.

For infinite everything, basically, type TRAINER MODE.

There are also a couple of passwords, which should be typed in on the options screen.

REANIMATOR Access to Levels 4-6
PSYCHONAUT Access to Levels 7-9

THEY'RE BACK

Yes, we haven't printed any of these for a long time (mainly due to the fact that no-one's bothered to send me any) but thanks to Andrew Cashmore from Staffs I've a complete box full o' crafty pokes for use with the Action Replay cartridge. Andrew, you're a star and I'll be sending you a software prize pretty soon.

Super Space Invaders	
1FC23	Lives
Gods	
225	Lives
Pang	
DFD5	Lives - Player One
E10F	Lives - Player Two
Head Over Heels	
5010	Lives - Head
E10F	Lives - Heels
Jaguar XJ220	
C001B6	Money
Project-X (budget)	
C0BBC1 & C16653	Lives
Z-Out	
8328	Lives
Alien Breed '92	
C059C7	Lives
C059D3	Keys
C059CB	Ammo
Desert Strike	
C77089	Hellfires
C77049	Hydras
C76E36	Power

PD TIPS

Did you know that a few of the complete PD games we've given away on our coverdisks also have cheatmodes? No? You do now...

BALDY
Disk B, July 1993

John Matthews from Chadwell St Mary decided that some of you out there may be having a few problems with the crap-looking but okay-playing PD game given away back in July. So here's a brilliant cheat mode which allows you to skip levels.

All you have to do, after pressing fire to start the game, is press 'P' during play and complete the first level. Then, after you've successfully recovered all the disks, the computer will ask 'Where to, Paul?' whereupon you should type LEVEL followed by the level number you want to skip to.

PACMAN DELUXE
Disk A, April 1993

My old mate Aaron Ellis from Ipswich has come up with a cheat for the best version of Pacman on the Amiga.

It goes something like this. On any maze, eat up the ordinary yellow dots to create a clear path between the four power pills. Then munch the power pills one after the other (without eating anything else in between except for the blue ghosts). You'll now be whisked to a special bonus level. If you manage to complete one of these bonus levels (and they are pretty tough, let me tell you) then you'll be rewarded with an extra 5000 points. The best things about these secret levels is that if you lose a life you'll be returned to your normal game without actually going one life down.



GAMES SURGERY

The quality journey continues as Matt The Medic gets closer to the bone, takes off most of his clothes just to break things up a bit, and makes pervy innuendoes about fondling people. Hurrah!

Dear Matt The Medic,
Please could you help me. In THE SECRET OF MONKEY ISLAND I've beaten the swordmaster and got the idol but I don't know where to look for the treasure. Also, are there any cheats for SABRE TEAM? Please help.

Anthony Caria.
Hounslow, Middx.

Ah, what better way to start the games surgery than with our old mate Monkey Island. To find the treasure look around the fork for a while and when you come to the second log bridge (with a dead end at the other side), go up the path before it. You should come to a room with flowers in it. Go to the far right and use the shovel to dig on the X. Huzzar! You should now have another T-shirt. As for Sabre Team, there are no cheats, but you might want to pick up a copy of February's issue where you'll find our superb Kill Zone! guide.

Dear Matt,
Sir, I desperately need some help on ALIEN BREED '92. I can only get to level 3.1. Are there any cheats which you could give me?

Oliver Kippax.
West Midlands.

Sir? I like your style. that's the sort of respect I like to see. Well for you stout Yeoman, anything. Type "I WANT FISH" (with spaces) into any Intex terminal and then press F7 to jump to next level. F9 will allow you to walk through walls, while F3 will give you extra keys and F6 will destroy the level you're on.

Dear Doctor,
I have just recently purchased the golden oldie SPEEDBALL 2 and found out that I'm totally crap at the game. Are there any cheats that might kelp me?

Kevin.
Hull, Humberside.

In the knockout round, keep drawing and collecting money with the first easy team by scoring own goals to keep the score even. You will have to keep replaying which gives you the perfect opportunity to raise the power of your team as well as collecting some credits along the way (not to mention getting some practice in if you're crap!) Once your team gets to 100% power, you should find things fall in your favour.

Dear Matt,
Please can you help me get out of the Dragon's nest in LOOM. I've tried everything but he just falls asleep.

Colin J West.
Ambleside, Cumbria.

No problem matey-boy-skip-sonny-jim. When the Dragon is asleep on his pile of gold, cast the spell used to turn gold into straw (you will have learnt the reverse of this spell earlier on you home island). The Dragon will set fire to himself and make a hasty exit. Free!!

Dear Matt The Medic,
I'm proud to say that I've managed to get right to the end of LEGEND OF KYRANDIA without using any help or maps, but I keep getting turned to stone at the end. None of my objects seem relevant and I now find myself in need of your help. What do I need to get past Malcolm at the end? Help me please!!

Steven Powell,
Glasgow.

You don't need any objects at the end, just the magic you've learnt. When you're in the last room, move so that you are standing in front of the mirror opposite where Malcolm enters. As he casts his petrify spell, use the amulet to become invisible - his spell will bounce back off the mirror and....well, you'll see.

Dear Matt The Medic,
I'm having a few problems getting past Level Eight in Titus the Fox. I know it's an old game but I'd really appreciate your help.

Marc Aldridge,
Manchester.

Of course. Although I can't give you comprehensive tips on how to get past the offending area, I can give you the access code for Level Nine. Which is 6390. Hope that sorts you out.

MATT'S SHOW-OFF SHELF

Once again I would like to thank everyone who has sent in solutions for last months patients' problems - keep it up (medical joke guffaw!). Special thanks to Doctor Neil Yates for his excellent work with a hacksaw and a potato peeler.

FREE PRESCRIPTIONS

Doctor Neil Yates steps in to offer a number of solutions to last months unfortunates:

• In F/A 18 INTERCEPTOR, first locate the downed pilot on your radar (he's by one of the islands) and then fly towards him as low as you can. Release the pod by pressing Shift and F just before you reach him. A message will tell you if you are successful or not.

• In HEIMDALL, Frey's spear is located on the island at the bottom of the map - the one with the trench around it. To get there you need to be transported from the island with the big horn on it (top right). Blow the horn then, once transported, use the shrinking spell to get the spear.

• In THE LOST PATROL, if you rest for 10 mins, strength and morale improve by 2 points and no food is used up. This means that you can keep taking 10 minute breaks, giving you high strength and morale as well as using up little or no rations.

MEDICATION REQUIRED

• Heather Stancliffe asks how to kill Anubis in the platform challenge that is MYTH.

• Gavin Partidge wants to know how to open the Butler's cabin and the ship's hold in CRUISE FOR A CORPSE. • Mike and Chris Edwards want to know if anyone has a cheat for DUNE 2.

• Mr A from Cheltenham wants to know how to get the bag lady to leave her cart and come down to the station in POLICE QUEST 3.

THE SURGERY IS NOW CLOSED

Oh well, the end to another month of fruit and love. We'll be open as usual next month, so send all probs to: Matt The Medic, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I can't answer your queries personally and all your stamps will be used to make a new quilt for my Nan's dog, Mick. Thank you.

BACK ISSUES











MAY 1992 - SOLD OUT!

JUNE 1992
ON THE DISKS! Playable demos of Indy IV arcade game, Pushover and Striker, F1GP cheats plus two PD games: Team 17's Waggle-O-Mania and Galaxians!
WIPPED! Premiere, Zool, Galactic and Rookies!
REVIEWED! Sensible Soccer, Jaguar XJ220, Floor 13, The Addams Family, Wizkid and many more!
TIPPED! Complete player's guides to Harlequin and F1GP and the second part of the Shadowlands solution!
PLUS! Team 17 interviewed plus preview round-up! Free Ocean badge!

JULY 1992
ON THE DISKS! Playable demos of Red Zone and Galactic plus FIVE complete PD games: Battlements, Dragon Tiles, MegaTron, Omega Race and Hollywood Trivia!
WIPPED! Lotus 3, Wing Commander and The Carl Lewis Challenge!
REVIEWED! Lure of the Temptress, Monkey Island 2, Ishar, Striker, Championship Manager and many more!
TIPPED! Player's guides to Parasol Stars, Epic, John Madden Football and Eye of the Beholder 2!
PLUS! The One games challenge! Free Dune poster!

AUGUST 1992 - SOLD OUT!

SEPTEMBER 1992
ON THE DISKS! Playable demos of Premiere, Tiny Skweeks and Match of the Day, Flashback preview and three PD games: War, Nebula and Croak!
WIPPED! Second Samurai, Flashback and more on Frontier: Elite 2!
REVIEWED! Premiere, MegaTraveller 2, Guy Spy, Fascination, Shadow of the Best 3 and many more!
TIPPED! Player's guides to Graham Taylor, Civilization and Fire & Ice (pt 2) and the on-going complete solution to Monkey Island 2!

OCTOBER 1992
ON THE DISKS! Three disks this month, containing playable demos of Assassin, KGB and Fireforce plus 2 PD games: Cybernetix and Sub Attack!
WIPPED! The Chaos Engine, Legends Of Valour and the final instalment of Frontier: Elite 2!
REVIEWED! Putty, The Humans, Aquatic Games, Lotus 3, Zool, Troddlers and many more!
TIPPED! Player's guides to Dune and Lure of the Temptress, the start of a complete solution to Eye of the Beholder 2 and the last part of the Monkey Island 2 solution!
PLUS! Those end-game sequences revealed! Westwood Studios interviewed!

NOVEMBER 1992
ON THE DISKS! Playable demos of The Chaos Engine and Lionheart plus five PD games: Revolution, Bridge Ball, Flag Catcher, Biplanes and Tank Attack!
WIPPED! Street Fighter 2, Gunship 2000, Darkmere and Desert Strike!
REVIEWED! Wing Commander, Shadoworlds, Road Rash, Curse of Enchantia, Legend of Kyrandia, Assassin and many more!
TIPPED! Complete solution to Hook and the second part of the Eye of the Beholder solution!
PLUS! Sensible Software interviewed!

Being a person of discerning taste you are no doubt a regular reader of The One, the bible of all that's tops in the heady world of Amiga games. But even so there may well be embarrassing gaps in your collection. Maybe you didn't start reading The One until recently, or perhaps you didn't start reading at all until recently or maybe the newsagent simply ran out of stock - in which case why didn't you place an order?
Whatever, here's your chance to fill in those gaping voids in your magazine-related life. Below you'll find listed all those lovely issues of The One stretching back to May of last year, complete with detailed descriptions of their contents. Be warned that many of them have sold out - we're just so damn popular!
To order simply fill in the coupon below, write out a cheque/postal order for the required amount and send it to: The One Back Issues Dept, Tower Publishing, Sovereign Place, Lathkill Street, Market Harborough LE16 9EF. For more info call: (0858) 468811.

DECEMBER 1992
ON THE DISKS! Playable demos of Sensible Soccer V1.1, No Second Prize, McDonalds Land and Creatures plus a preview of Street Fighter 2!
WIPPED! Superfrog, Star Trek and WWF 2!
REVIEWED! Legends of Valour, No Second Prize, McDonalds Land, BC Kid, Nigel Mansell, Lethal Weapon and many more!
TIPPED! Player's guides to Zool, Putty and Wizkid plus the last part of the Eye of the Beholder 2 solution!
PLUS! The A1200 revealed! Richard 'Mr Music' Joseph interviewed!

JANUARY 1993
ON THE DISKS! Psycho Game - a complete game specially written for The One by Bullfrog - along with playable demos of Gunship 2000 and Dalek Attack plus a preview of Archer Maclean's Pool!
WIPPED! Microcosm and Dracula on CD, Dune 2 and Superhero!
REVIEWED! Indy IV graphic adventure, Street Fighter 2, Cool World, KGB, Waxworks and many more!
TIPPED! Player's guides to Assassin and Wing Commander, the start of a complete Legend of Kyrandia solution and a complete solution to Dizzy: Prince of the Yolkfolk!
PLUS! 1993 previewed! The One awards! Stunning Dave Gibbons cover!

FEBRUARY 1993
ON THE DISKS! Playable demos of Darkseed, Universal Monsters and Superhero!
WIPPED! Space Hulk, Chuck Rock 2 and Ambermoon!
REVIEWED! The Chaos Engine, Dragon's Lair 3, WWF 2, Darkseed, Sleepwalker and many more!
TIPPED! Player's guides to Street Fighter 2, Sensisoccer V1.1, Sabre Team and Fireforce plus the on-going Kyrandia solution!
PLUS! Commodore's ex-boss Kelly Sumner interviewed!

MARCH 1993
ON THE DISKS! Playable demos of Superfrog, Flashback, Prime Mover and Woody's World, plus a complete PD game: Oblivion!
WIPPED! Liberation: Captive 2, Woody's World, Ishar 2, Blastar and amny more!
REVIEWED! Body Blows, Lionheart, Flashback, Transarctica, Walker, Lemmings 2 and many more!
TIPPED! Player's guide to Legends of Valour, complete solutions to Indy IV adventure and Future Wars and the last part of the Kyrandia solution!
PLUS! Ten good reasons to buy an A1200 now! Dino Dini interviewed!

APRIL 1993
ON THE DISKS! Playable demos of FA Premier League (collector's item!), Abandone Places 2 and Beavers, plus two PD games: Transplant and PacMan Deluxe!
WIPPED! Batman Returns, Cyberspace, James Pond 3, The Lost Vikings and many more!
REVIEWED! Superfrog, Arabian Nights, Chuck Rock 2, Abandoned Places 2, Desert Strike and many more!
TIPPED! Complete solutions to Darkseed, Dragon's Lair 3 and Indy III, plus the start of player's guides to KGB and Bill's Tomato Game!
PLUS! X-Wing on Amiga revealed (but it's actually an April Fool's joke).

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MAY 1993 - SOLD OUT!

JUNE 1993
ON THE DISKS! Blaster!, a specially-written full game for The One, plus a playable demo of Nippon Safes and two complete PD games: Alien Bash and Tractor Beam!
WIPPED! Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom and many more!
REVIEWED! Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings and many more!
TIPPED! Player's guide to Lionheart and Chuck Rock 2 plus the completion of the solutions to KGB and Chaos Engine!
PLUS! We tell you how to get into the software business!

JULY 1993 - SOLD OUT!

AUGUST 1993
ON THE DISKS! Trex Warrior, a full game from Thalion written specially for The One, plus a playable demo of Ishar 2 and Snakes and a complete PD game: Wibble World Giddy!
WIPPED! Total Carnage, TFX, Beneath the Steel Sky, Utopia 2, Brutal Sports Football and many more!
REVIEWED! Deep Core, Sim Life, Whale's Voyage, 1869, Battle Isle '93 and many more!
TIPPED! Player's guide to Dune 2, Gunship 2000 and Reach for the Skies, the Abandoned Places 2 complete solution continues while the World Of Legend solution starts!
PLUS! The CD32 is unveiled! Arnie's raw deal!

SEPTEMBER 1993
ON THE DISKS! Playable demos of Overdrive, Bubba 'n' Stix, F117a Stealth Fighter 2, Deep Core and Suburban Commando!
WIPPED! Last Action Hero, Micro Machines, Alfred Chicken, Theatre of Death, Seek & Destroy, Oscar and many more!
REVIEWED! Soccer Kid, Hired Guns, Diggers, Premier Manager 2, Yo! Joe!, Blob, The Patrician and many more!
TIPPED! Complete player's guide to Syndicate and War In The Gulf, a complete solution to Transarctica, the start of an Ishar 2 solution, the ongoing Abandoned Places 2 and Worlds Of Legend sagas!
PLUS! More CD32 info!

OCTOBER 1993
ON THE DISKS! Playable demos of Space Hulk, Alfred Chicken and Burning Rubber!
WIPPED! Mortal Kombat, Dreamweb, Elfmania, Evolution, Wonder Dog, F1 and many more!
REVIEWED! Space Hulk, Jurassic Park, Overkill, Micro Machines, Alfred Chicken, Blastar, Disposable Hero, Burning Rubber and many more!
TIPPED! Complete player's guide to Diggers, Beastlord, Wibble World Giddy, The Patrician, Goal! and more on the Ishar 2 and Worlds of Legend solutions!
PLUS! It's ECTS time again!

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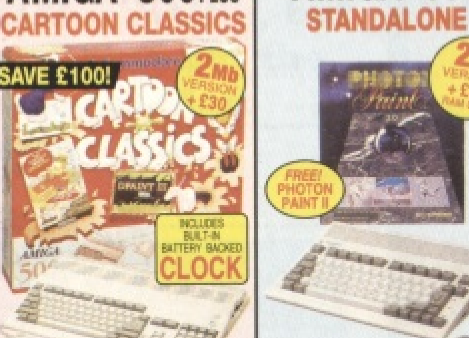
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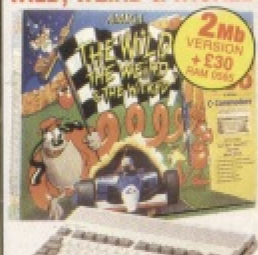
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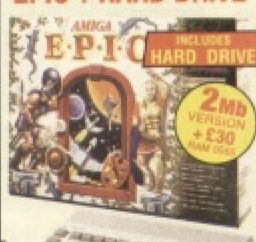
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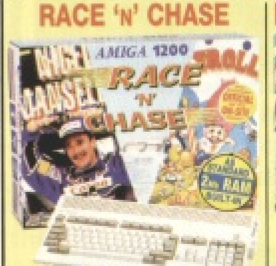
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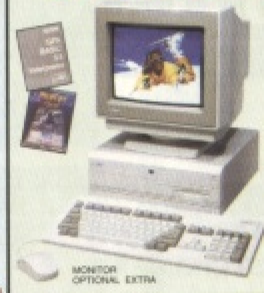
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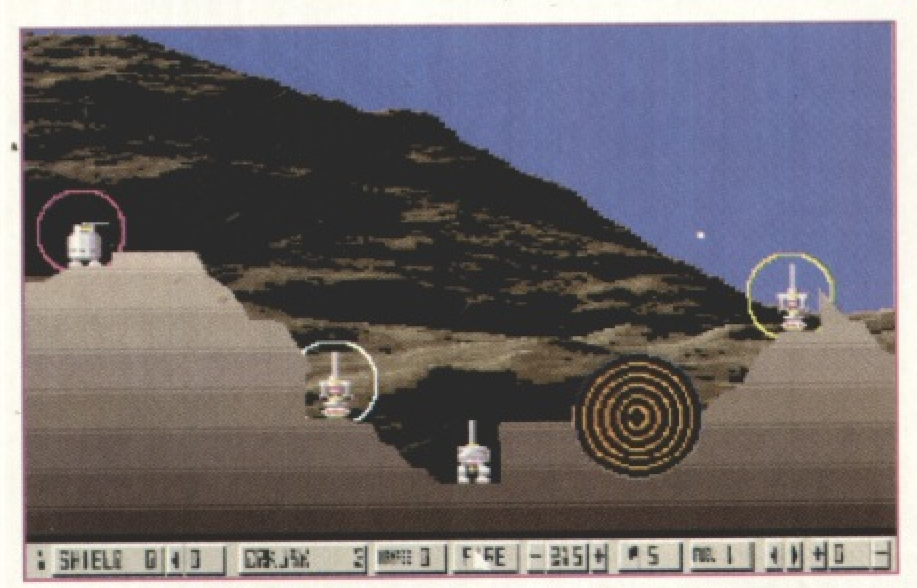
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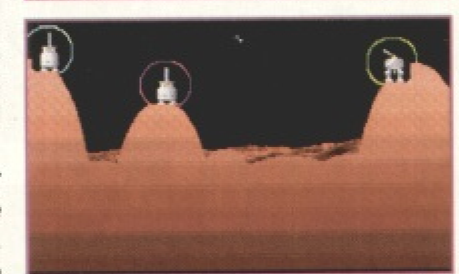
The big boy in charge may have reduced PD Zone to a measly two pages this month, but all that means is you'll get nothing but the best, the cream of the PD crop, as Matt Broughton looks at the latest in Public Domain releases...





ARTILLERUS 2
PD Soft,
Assassins disk 123.





This wins the 'Go Out And Buy It Now Award' for the month of November as far as I'm concerned. I sat down on Tuesday afternoon with the intent of ploughing through all the PD newcomers, loaded up Artillerus 2 and found myself still playing it well into Wednesday and beyond. (I noticed - Dave.)

Just in case you're not familiar with the simple two-player game Tanks I'll give you a quick brief. You're one of two tanks sitting on a landscape with a simple task of killing the other tank. To do this you set your trajectory and the power of your shot, press fire then sit back and watch as you shell arcs through the air towards your enemy. By trial and error you gradually get more accurate until that satisfying moment when your opponent explodes in a rain of twisted metal.

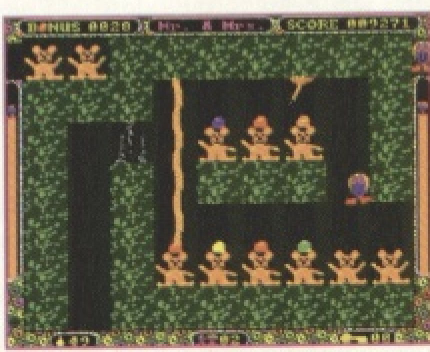
Okay, now take this very simple idea, throw it forward into the far future, base it on the Moon, Mars or good old Earth and give the tanks super weapons and defence systems. Huzzar! Now you're getting the idea. The major improvements here are that now you can play with up to eight opponents on-screen, being anything from human- to computer-controlled tanks of varying intelligence.

The best enhancement, though, is without doubt the incredible number of weapons on offer. You still have an unlimited number of standard shells, but you can now purchase special missiles available from the shop before and after each level. The shell effects range from simple and nasty to abstract and even more nasty. For example, why not use a small nuke to leave your opponent in a huge crater, then fire a flood or napalm shell into the hole - ah-ha-ha-ha-ha!

You can also fire special crystals which will grow on the landscape and form barriers and blocks, as well as diggers and moles which will tunnel away until they home in on a bad guy. You can also make use of defensive systems, including shields, hyperspace, boosters, jammers, etc, but watch out for static snow and hellfire as they'll all eat away at you, leaving you naked and exposed.

I've only mentioned about a seventh of the weapons available, so you can imagine that most of the fun initially comes from finding out just what each thing does. Absolutely brilliant and excellent fun, especially with a few mates. Get it now.





MR & MRS
PD Soft,
Assassin disk 124.

"Don't judge a book by its cover" is most definitely the case with this game, which sadly has nothing to do with Derek Batey's TV programme where married couples were asked to be "nice to each other". It really looks quite appalling but give it a bit of time and you'll discover it actually has a decent amount of gameplay to offer the humble PD peruser.

It plays much like a 2D version of the oldy Head Over Heels, with two characters being used to help each



other across a number of screens, each with their own hazards or puzzles to be passed and completed.

The two characters have unique abilities (shades of The Lost Vikings here) such as Mr being able to turn on lights and use levers, while Mrs can collect keys and open doors. They can stand on each other and you'll never spend too long as one character before you need to swap back and make use of the other's specific talents. A training mode has been included which acts as an excellent introduction to the way the game plays, deliberately putting you in positions where you need to make the most of the unique partnership to continue.

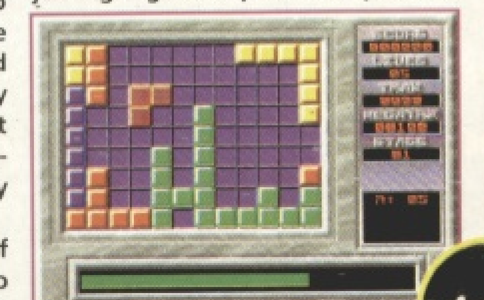
The game is quite cruel to begin with, trapping Mr and leaving Mrs to do as much as she possibly can without the aid of her hubby - the immediate problem being that you can do none of the things that require Mr's abilities. But help is at hand. If you collect a teddy bear your characters will swap places, allowing you to retrace your steps and perform the actions you were previously unable to do.

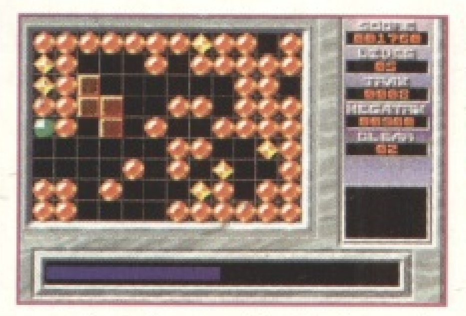
It's all very simple and, though looking horrendous, is actually quite good fun to play. Definitely worth a look at.

OVERALL 74%

TRAX
PD Soft,
Assassins disk 120.

It's not very often that I pick out a puzzle game to feature in PD Zone, but I've made an exception here because this one caught my eye. Though looking like just another Tetris variant, this game actually has more in common with the old puzzler Pentominoes, where you have to complete a rectangular 'jigsaw' by joining together specific shapes. The





game's main appeal to logic puzzle fans is the incredible number of variations possible given that there are only about a dozen pieces.

Trax takes a bit of both Tetris and Pentominoes and makes a couple of new games out of them, the first being a very straightforward affair where you have to fill the box using the shapes thrown at you. You have no warning of the shapes on their way and need to place each shape while under a very strict time limit, shown as a receding bar at the base of the screen.

Complete the screen and it's bonus time and then straight onto the next level which is, need I say, faster and harder, with more and more awkward shapes arriving on the scene. If you drop a shape while it's overlapping another shape you lose a 'life' and that shape is discarded. Nice and easy (but not very).

The second game type is the more appealing of the two and involves a bit more thought that the first. In this game you are still presented with shapes of varying size, but now when they are placed down they turn into gems.

If you can complete a box of any size or shape, the gems included will disappear leaving the board that much clearer. This is still under a strict time limit, but now when shapes are layed overlapping they change into a darker gem. To clear these gems you need to complete a box of that colour... and so on. There are four colour stages and any further overlaps will cost you a life.

This is a very simple idea transferred well to the Amiga, and makes for an excellent little brain strainer for anyone who doesn't get a challenge from collecting apples with a snake (I think you know what I mean).

OVERALL 81%

MOTOROLA INVADERS 2

17 Bit Software,

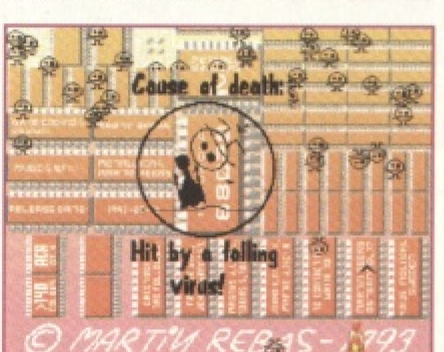
disks 2747 A & B (A1200 only).

A Space Invaders clone being reviewed? You must be mad! Yes, it's true but what a corking clone it is! This is an A1200-only PD release which, as far as I can remember, is a bit of a speciality in itself, but clone or not this is stunning.

Just for a change someone has done exactly the opposite to everyone else and tried to make Space Invaders more simple than it usual is. You'll find no huge weapon power-up icons falling from the sky or end-of-level guardians six screens big here. Oh no, all you get are simply-drawn virus bugs that will do their very best to sit on your head given half a chance. They swarm about in a rather menacing way and, in honesty, you'd have the life expectancy of a glass cymbal if it wasn't for your good old laser base.

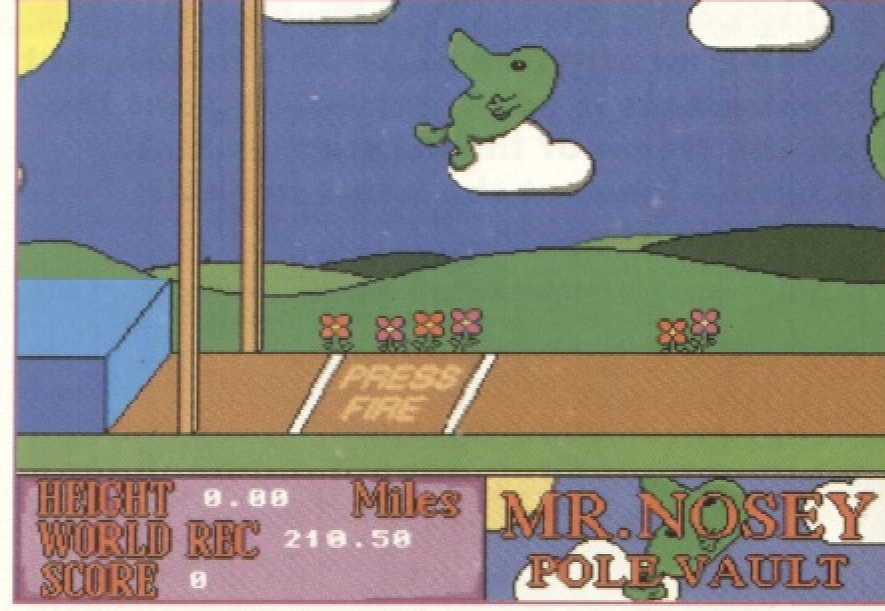
The invaders don't actually fire at you but when killed they fall from the sky and will take one of your lives should they crash into you. You might think that this wouldn't be a problem, but there are just so many of the little sods that they soon start to swarm all over you and panic can set in unless you stay alert. The formations range from the good old-fashioned 'line and rows' to random swarms that will suddenly break off and attempt to land - something else that will take a life.

After every few 'normal' levels, you will need to take on the huge kangaroo virus which will split Pang-style into smaller bugs until the screen is cleared. You need to approach these sections in an Asteroids way and concentrate on clearing small lumps rather than just shooting everything and leaving yourself with a screen full of bouncing bugs.



The sound is the most incredible thing here with a full stonking sample of an excellent rock track (sounding a bit like Faith No More, or Soundgarden) that pumps throughout along with the screams of the murdered bugs. If you fancy a simple blast but are bored with the normal Invaders clones then have a look at this.

OVERALL 89%



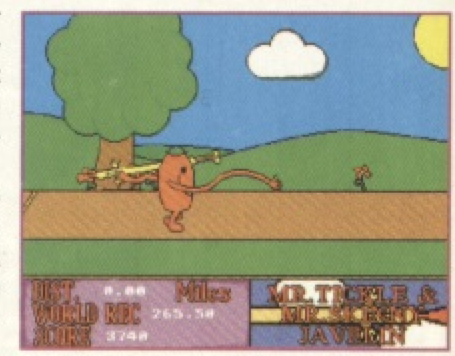
MR MEN OLYMPICS

17 Bit Software,

disks 2753 A & B.

Left right, left right, left right. Ah, those where the days. No, not being in the army - I'm referring to having to buy a new joystick every weekend because of joystick-waggling games like Track & Field. These games once made joystick manufacturers a fortune, and Mr Men Olympics will do the same.

I used to collect Mr Men books when I was a child, you know. I had Mr Tickle, Mr Silly, Mr Messy... (get on with it! - Dave) ...oh yes, and Mr Strong. Well here they all are, bright and colourful on your Amiga, in what has to be the silliest game we've seen on PD for quite some while. You can play against up to eight of your mates across a number of events, such as a javelin tournament where Mr Tickle has to throw Mr Thin by first running as fast as possible and then Mr Thin furiously flaps his arms to get that extra distance. I think you get the general gist of things.



Mr Rush takes over when it comes to simple races such as the 100m sprint while Mr Nosy attempts the pole vault, the only difference being that he uses his nose to launch himself into the sky. Mr Strong gets your joystick a-wagglin' in the weightlifting tournament, while Mr Dizzy gets to grips with the hammer.

I think you get the idea anyway and it all looks extremely nice, so if you fancy a semi-silly waggle, send your money now and ask no further questions.

OVERALL 82%

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ALIEN BREED
THE FINAL CHAPTER

And now the end is near. After six gruelling months of hard work Alien Breed 2 is almost ready to be unveiled on the eagerly-awaiting world. Martyn Brown wipes a tear from his eye in this, the final instalment of our need-we-remind-you-TOTALLY-EXCLUSIVE Diary Of A Game...

THE MONTH IN BRIEF

Hi and welcome to the very last part of the Alien Breed Diary. Things are really hotting up now. The beta test version is now being playtested and tweaking is commencing. There are only a few things left to do - the box is already done, the speech is in there and everyone can't wait to play the final version... It's amazing but by the time you read this, the game - barring any excruciating last minute catastrophes - should be actually on the shelves!

Besides that we've spent much of the month taking the p' out of Andreas due to the fact that we've heard that Sweden has begun exporting jewellery made out of... moose droppings! We haven't laughed as hard for ages. It reminds me of that episode in Black Adder 2 when Percy invented Green! "And it is with trinkets such as these, and here - a ring..."

Anyway, here's a round-up on what's been going on down on the Alien Breed 2 farm. There's been no real need to give a day-by-day account (getting lazy, Martyn? - Dave) as development has been solid all month and best described in detail by each person.

ANDREAS 'MR CODE' TADIC

Who's been a busy beaver this month then? YUp, Andreas has been working his little cotton socks off in order to get AB2 in by deadline - a word which everyone despises. But if we didn't have a deadline, we wouldn't have a game this side of Chrimbo - and let's face it, you've waited long enough!

Most of the month has been spent getting both players up and running about, firing off their assorted weaponry, compiling all the levels together, inserting the weird and wonderful speech and soundfx and a-tweakin' 'n' a-testin'. The results of all this is that the game is bordering on 'nearly finished' and we're all looking forward to hitting the deadline date and getting the game on the shelves. We can only hope that you really enjoy what we've come up with.

Andreas has managed to banish all of the major bugs that had been causing him no end of stress. The return of the ancient scroll bug wasn't fun but was soon found and exterminated resulting in relief all round. The sound FX and speech insertion took around three days although it'll probably be a few more days before we are completely happy with it, but that's down to playing it and tweaking various volumes, priorities and so on.

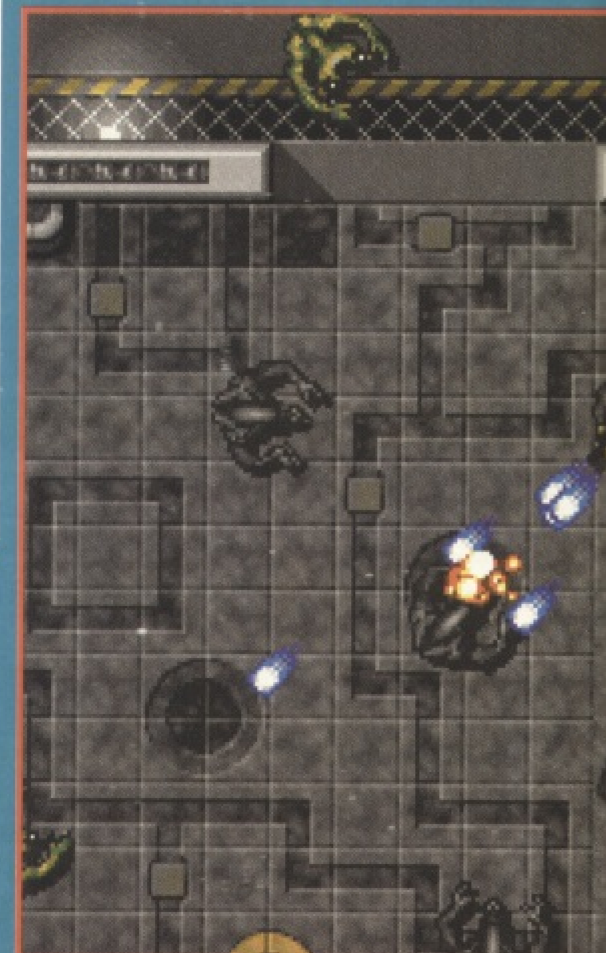
AB2 has double the number of aliens on-screen compared to the original and this time they move quicker and some even fire at you. Add to this the various laser systems and wall-mounted turrets and you have some amazing action! Add to that increased sprites for player weapons and you have arcade quality blasting! And with all this going on, there's no slowdown at all... The end-of-game doo-dah is over half a screen wide and 112 pixels high and that's some BOB!

Not that all this work has kept our Andreas from his hectic social life... Oh no! Far from it! Despite dallying with the fairer sex (or women, as they're more commonly known), he's also been interviewed on Swedish radio and managed to wake up in many different homes all over the south-eastern region of Sweden. I just don't know how he does it. Worse thing is, he's coming over to blighty for a week when all this is over to spend a week with us in Wakefield, so look out West Yorkshire. Lock up your daughters - the Vikings are coming!

Oh, and a little dicky bird told me that Andreas, whilst under the influence of Olofstrom's pizza-shop brew, said that apparently some guys at IBM's technical labs in the USA have actually managed to teleport mice around the office... Ha-ha! Andreas apparently sees this technology as the future of video gaming... Oh dear...

This story was completely taboo and not to be mentioned in the Diary at any costs. Sorry mate - it was too good to miss. Cries of "You what!", "What's he been on?" and "Is he right in the head?" have been echoing around here for some time, I can tell you!













RICO 'MR LOOKS' HOLMES

Rico has also had his work cut out this month, mostly due to the fact that he's been enhancing the graphics for the AGA version. Notice that most of the screenshots seen in this diary have been the 32 colour versions - amazing, huh? Well, we think so. This has been done and the AGA edition features nice floor patterns, better colours, smoother shading and general improvements all round. He's also been working on the different character portraits and several of the level intro graphics such as the one for the Civilian level featured in the Diary this month.

Rico's been forced to use his 24-bit TVPaint package to do the AGA graphics as he reckons that DPaint AGA just isn't up to the job (sorry about that, EA). [Rico went on to give me a full report of why he didn't use DPaint AGA but I won't bore you with it and I'll pass it on to the techies at EA.]

He's also been busy rendering 3D images and then touching them up (if you'll excuse the phrase) with his 24-bit paint packages ready for suitable inclusion in the game. A1200 owners needn't get excited, though, as we aren't using any hi-res HAM 262,000 colour images. They're a tad disk/memory expensive at 300K+ so A1200 owners will just have to jolly well make do with 256 colour versions instead!

I called up Rico to get the low down on the month's juicy gossip and all that he'd been up to, but when he answered he'd just got out of bed and the best I'd got was "eh... wot? hummm.." Oh well never mind - that's what you get for waking someone up at 3 o'clock in the afternoon. Lazy git.

Rico also took a week off to help us out with some graphics for Body Blows Galactic because our Norwegian artist, who did all the backdrops for the PC/A1200/CD32 version of Body Blows has vanished down the fjords. But he's back on the Breed case now and hoping to have everything completed shortly. He'd better do. (That's Martyn being menacing.)



AL 'MR TUNES' BRIMBLE

Allister has been tweaking his Breed 2 sound effects and messing around with the speech - which is more or less all complete now. The speech is of fantastic quality on the A1200 - absolutely crystal clear and all the sounds, including speech, feature reverb (a flash name for echo) on the A1200. A500 sound FX will have to be cut down somewhat, although we're confident that they'll be at least as good as the original effects. The speech will have to be chopped a little, so it looks like the super reverb effects will be dropped on the A500 too, but it's all down to available memory at the end of the day.

I'd also like to say that Allister has done us proud once again, as is always the case on our stuff, and we would like to thank Lynette Reade, the original voice of the Intex system, for once more providing us with stunning vocal effects.

The sound FX sound brilliant within the game but some need minor tweaking and changing as some volume levels are too high, some too low and others have got the incorrect priority. (All sound FX have a priority value which tells the soundplayer how important it is to play them, so if two FX are requested at the same time the most important one gets played - this is crucial when we only have four sound FX channels and we want optimum sound quality.

Allister has been doing all manner of spectacular things in order to achieve the



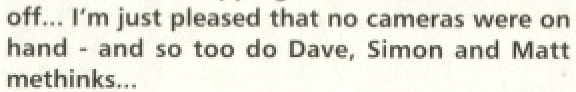
effects, for instance, the splat sound of ammo hitting an alien was gained by lobbing a hot water bottle at the wall! I won't go into how he got some of the weirder effects, suffice to say he used his aural exciter quite a bit.

MARTYN 'MR BUTTKICKER' BROWN

Yep, I'm okay now, well, er, sort of. After suffering from some kind of "kick-back" exhaustion or whatever from the September ECTS, I'm busy trying to get everything together for Breed 2, amongst a glut of other things.

I'm in the middle of moving house too, which is always a stressful experience and with three or four major titles of ours nearing completion and requiring my undivided attention, it's been a real go-go-go month.

The ECTS was good fun, our stuff going down very well, what there was of it to see, and the nightlife was great, as usual - a big thanks to Ian and Paul at Ocean for the ticket to that smart rave-up... I won't go in to all the gory details, but suffice to say that a number of influential editors, deputy editors, staff writers and so on got rather carried away and resorted to stripping off... I'm just pleased that no cameras were on hand - and so too do Dave, Simon and Matt methinks...



Apart from waking up fully clothed in the bath in our nice West End hotel, the highlight of the show was undoubtedly the new EA Soccer on the Mega Drive.. Cor! (Whoops, I'm not supposed to like consoles, am I?) Back in the office we've had no end of calls about the CD32 and what we'll be doing on it, when we're doing it and what colour CDs we'll use. I suppose buyers will be in a dilema with the shortage of software knocking around.. but don't worry, we'll get some done and we won't let you down.

We're also going to convert AB2 to the Mega Drive - note convert. The Mega Drive won't be able to handle all the lovely digitised speech/sfx and the A1200 will be a much better version (as you would expect), but it won't be available for quite a while.

I also read a letter in The One regarding our gratuitous violence in the shape of mutilated bodies. We still haven't decided whether to include these or not. I still don't regard computer graphics as particularly graphic and liable to cause kids distress, but if people are going to take exception to it then we will remove them - we certainly aren't into doing something for cheap coverage or publicity (well, I am but that's another story).

It's a funny thing but I've been working with the PC guys converting the original version of Breed to the PC and we're really happy with the way it's going. But when I look at Breed 2 on the A1200 it looks pretty dated! We've got up to 16 aliens on-screen at once on AB2 (there are 6 at most on the PC to avoid slowing down on less powerful machines) and this time they fire, speed up, slow down and so on... It looks like we won't bother to convert AB2 to PC as it just couldn't hack it - although you'll get some PC owner saying that his 50 Mhz 486 with super fast 1meg VGA 24-bit Super-Gravis-Wotsits sound doo-dah will be able to do it. Okay, so it probably could, but because a rig like that would set you back about £1,500, no-one in their right mind would pay that kind of dosh to play AB2 when you can go and buy an A1200 for 20% of that price!

TEAM 17 H.Q.

The atmosphere at HQ is reaching fever pitch, with AB2 nearing completion and the ad's doing their stuff in all the popular Amiga mags (I never thought we'd ever do any ads - still, they're only small ones).

The box is more or less finished, although there's been some debate about the use of roman numerals in the title rather than the digit 2 - it looks like the roman numerals will be staying though. The artwork we've settled for is an updated version of the original, only much brighter, wetter and much more slimey. You'll see it clearly on the shelves, believe me, it's a nice bright blue!

Everyone's gearing up to launch and we're getting close to taking the game around the magazines and sorting out demo versions. We're also all giddy because our latest budget release, Qwak, managed to make it a Team 17 1, 2, 3 and 4 in the gallup budget charts - something we're really proud about. Thanks to everyone who supports our budget range!

As this is the last part of the diary (which is really jolly good news for me, I can tell you) I'd like to thank Dave and co. for having us over the last 6-7 months (it seems like years) and most of all, thanks to you for reading and hopefully enjoying all this useless banter. All that's left is for you to go out there, grab yourself a piece of our alien action and get blasting - but give us at least a month before you start calling and asking for Alien Breed 3, because we're not doing that next and we currently have no plans to (although we've thought about Alien Breed 3D!).



I've just about enjoyed compiling this diary and it certainly makes for interesting reading on our part, although it's been a struggle meeting the deadline for the last few months. Fortunately the game should be available by the time you read this and only then will we know what your reaction to it is, but judging by the people I've spoken to, you should all be well chuffed with it.

We've more or less stuck at what we set out, we have had to make a few compromises along the way, but nothing that's detracted from the fast moving action game you all expected - we're all very happy with it!

On behalf of the Team 17 Breed 2 team and all the backroom boys'n'girls at Team 17 HQ, thanks, goodbye and have fun.

"As the shadow lifts from the dropship, you find yourselves on the barren landing pad in the middle of the troubled base. You must find your way into the Civilian building (Entrance 1), directly north of your present position. Negotiate your way around the fences and supply conduits to reach your goa. Automated security choppers have been alerted. Take care".

See that mission? That's your first mission, that is!

Seeya!



A DAY IN THE LIFE OF THE ONE!

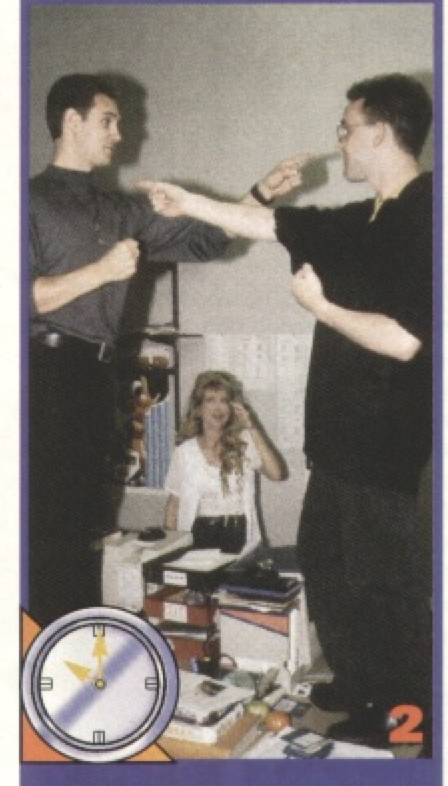
In a quiet moment have you ever wondered: How do Dave, Simon, Matt and Jenny produce the magical, ever-so-slightly mystical magazine people are already calling 'The One'?

Okay, so as questions go it may not rank up there with 'Is there a God?' or 'How long is a piece of string?' but we don't know the answers to them. But we do know the answer to the other question. Yes, what with so many rival mags doing features on how they review games and so forth, we've decided it's about time we let you into a few of our innermost secrets.

Here you'll discover just what we do to bring you The One every month. It's a no-holds-barred account of life on the cutting edge of Amiga games journalism. Be warned: This hard-hitting, explosive, and vaguely self-indulgent exposé is not for the faint-hearted but we think that you, the public, have a right to know.



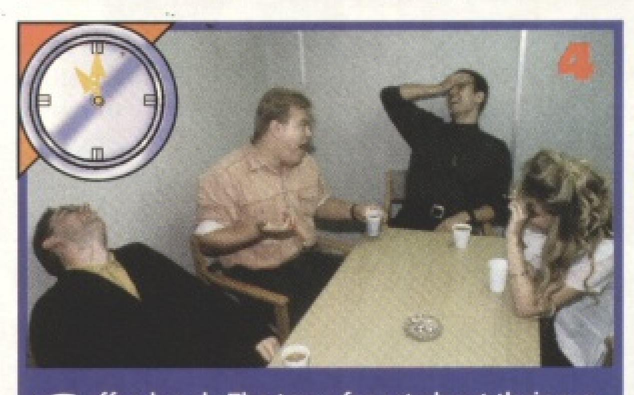
Arrive for work bright and breezy, looking forward to yet another hard day's work. Everyone settles down promptly and commences the day by sorting through the morning's post. Everyone, that is, except David who is late (as usual) due to a heavy curry 'incident' the night before. Matt spends the next half an hour sorting through the compo entries while Simon tries to convince the rest of the team that the meagre amount of post he receives consists mainly of letters from Hollywood babes and not simply a few A4 sheets he's written to himself in a desparate bid to look popular.



With no sign of Dave just yet, Simon and Matt begin the daily ritual of arguing about who's the best. This is an embarrassing display of supposed 'wit' with which both participants insult each other using a high command of the English language and a keen brain. Matt will often opt for the tried and tested (but extremely hilarious) "four eyes" to which Simon will more often than not respond with "git." And the winner is: Jenny because she doesn't succumb to these tedious 'manly' jibes. Such jolly japes are common here at The One, as you're about to find out...



Dave arrives - looking none too perky - and the three workhorses return to their desks as the big and bossy Ed barks orders from his podium. "Byron, sort out the schedule for the day and make sure I'm not down to do anything. Broughton, I want a strong coffee with one sugar - pronto. Jenny, sit there looking lovely, will you?" The office falls rapidly silent, save for the almost inaudible comments of, "fat b'stard," from Simon, "power-hungry git," from Matt, and, "does anyone want me to teach them to knit?" from Jenny.

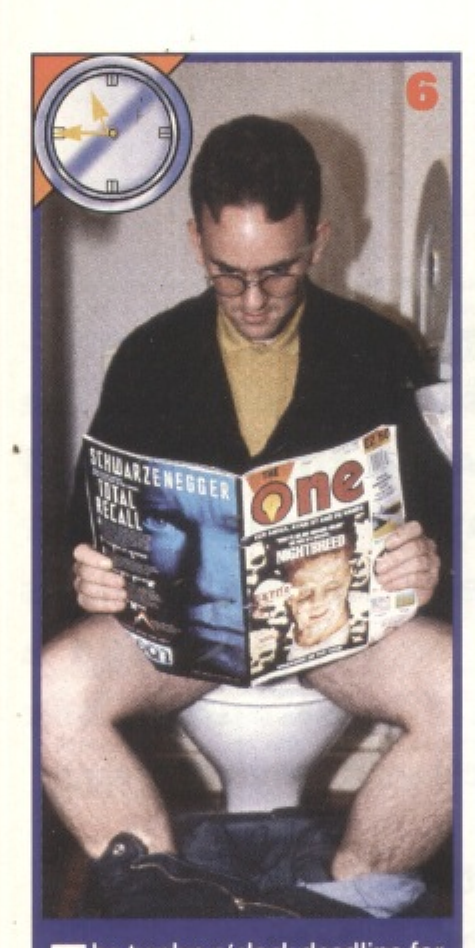


Coffee break. The team forget about their professional roles and mosey on down to the staff canteen where they enjoy a few cups of coffee and a laugh. "So I said to her," outlines Dave as he relives last night's curry, "'You never did' and she said 'I did'. So I said 'You blummin' well never' and she said..." Chortle, chortle, go the rest of the team, with much amusement.



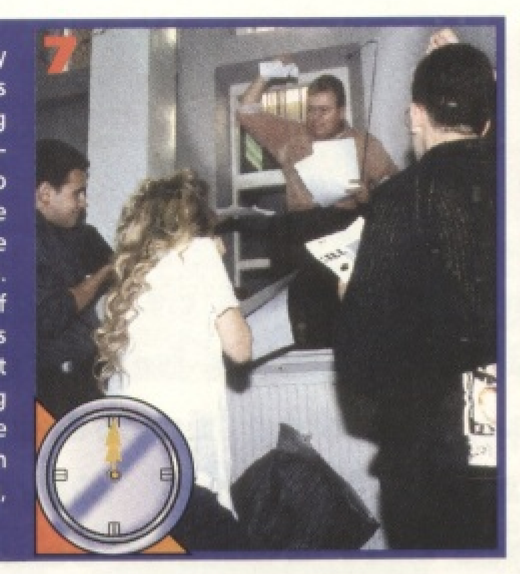
Coffee break over and the workers' whistle reminds Dave that he shouldn't really be too jovial to his troops. "Right, you 'orrible lot," he exclaims, "I don't want to hear another peep from you until bread and water's served at one. Now, quick... march!" When Jenny points out that Dave isn't in fact an army officer but a sad pensioner with a personality disorder he threatens to put her in the secure holding pen with the raptors before mumbling on about what life was like during the War. And dribbling down his shirt





The twelve o'clock deadline for reviews and designed pages to be handed over to Dave draws ever closer and Simon's fresh out of inspiration. Seizing the chance to brush up on cliched reviewer's speak he sneaks off to the little boys' room for a quick spot of revising. Sourcing material like this is not uncommon for The One's talentless journos and today is no exception. Having finished his business, Simon rushes back to the office with a clear perception of what not to do. Unfortunately, though, there's no toilet paper...

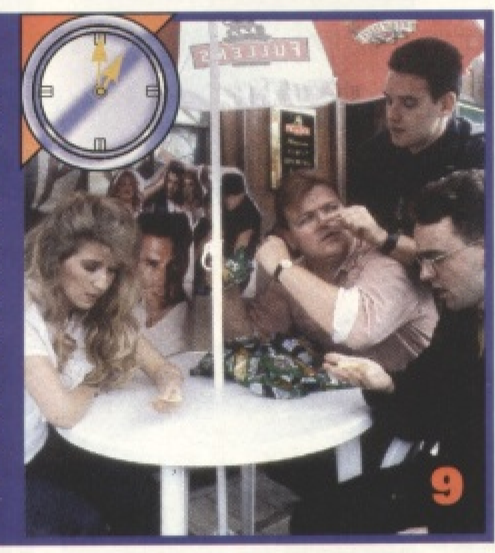
Simon, Matt and Jenny meander over to Dave's podium, nervously clutching their hard graft. It's not unusual for one or all of the team to break into tears, such is the ferocity with which Dave appraises all incoming pages. Jenny once slipped a copy of the Mona Lisa into her 'pages for proofing' tray, stating that it was a layout for a painting simulation and Dave still came back moaning that her mouth was wonky (the Mona Lisa's, that is, not Jenny's).





"You pathetic minions," screams a furious Dave as he lists all the faults. "Byron, there isn't one 'EXCLUSIVE' mentioned in this WIP, what on earth's the matter with you? Broughton, you haven't written the words 'pixel-perfect' anywhere. God, man, you know it makes sense. Jenny, dearest, you've forgotten to cut the ends off some of the captions so that they don't make sense anymore. If you don't mind me saying, love,

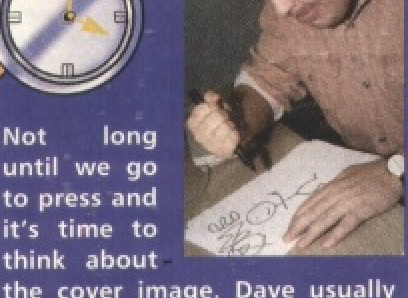
Dave's favourite part of the day: lunchtime. This is usually spent next door in the City Pride pub with all our great showbiz mates. Tom Cruise, Jenny's boyfriend, is over at the moment, plugging his new smash film The Firm, Claudia is trying to get off with Simon (once again), Jason and Mark from out of Take That are having singing tuition from Matt, and Dave's chatting to the stars of Grease and eating lots of crisps. Dave's round! Very round, in fact.





Back from the pub, the team sit down and burp a lot. Two-and-a-half hours of the working day are left and Dave's getting a bit concerned with the state of the issue. But here's something to take his mind off things - Michelle Gardiner, our oh-so-lovely Advertising Manager, has popped down for a chat in between phoning up her mates and talking about boys.





Not long until we go to press and it's time to think about the cover image. Dave usually draws each picture because he's the only person intelligent enough to coordinate his arms, and this month we're featuring Bubba 'n' Stix, as you can see. Once Dave has finished his masterpiece, the image is handed over to Jenny who works wonders with some Crayola crayons.

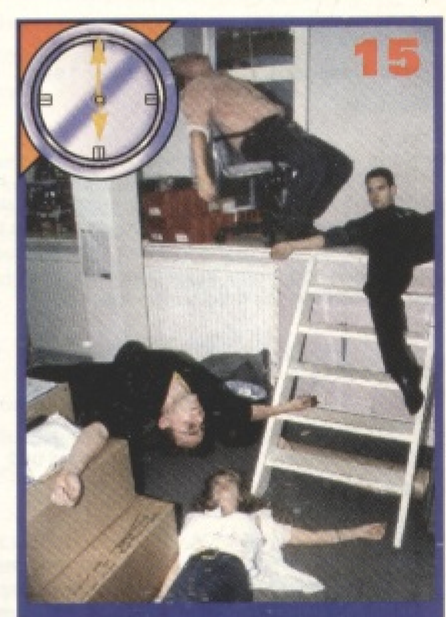


Aaiieee! An hour to go and no-one has written any reviews! Dave decides to delegate all further work to Matt who gets straight on the case. As you can see, every game we review goes through a rigorous five minutes of play-testing where we see if it loads or not. This guarantees at least 80% if successful and any marks on top of that are allocated depending on whether we like the PR person from the software house or not.

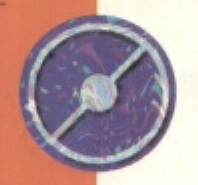
Thirty minutes to go! Jenny hasn't laid out any pages yet so she's got about twenty seconds to spare on each one, as you can probably tell from the slap-dash way the screenshots are plonked around the page. In the olden days Jenny's job involved cutting and pasting every piece of text and screenshot onto a bit of white card, which was then photocopied and stapled together. Technology has made her working day a damn sight easier. In a few years' time she'll be replaced by a marshmallow



Phew - that was close! Sixty seconds to go and we've just about made it. The finished issue is collected by a man from our printers and copied out seventy thousand times by a load of unemployable old ladies using only biros. Then some bloke in a huge lorry filled with finished issues drives round to every newsie in the country and delivers your own copy, which you see here now.



Er, that's it. We'll be doing it all again next month.



RECOMMENDED

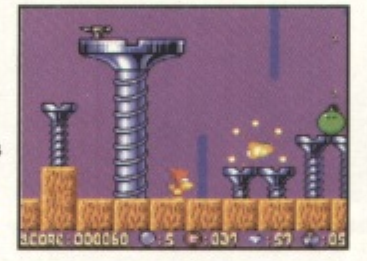
Remember, remember, the 5th of November, gunpowder, treason and plot. How different things could've been for Guy Fawkes is only he'd had an Amiga. Rather than spending his evenings trying to blow up the Houses of Parliament he'd more likely of stayed at home playing Syndicate or Assassin, two games that would've been right up his street. But no, Amigas didn't exist in his day and instead he gave us a reason to stand around a bonfire in the freezing cold, watching Dad risking major injuries with a box of low-powered explosives. This is the Recommended section, by the way.

Alfred Chicken

86%

Publisher	Mindscape
Issue Reviewed	October 1993
Memory	1Mb
Price	£25.99

Although not as good-looking as some of the recent flock of platform games, Alfred scores over many of its rivals by simply being incredibly playable. There are tons of secret rooms and bonuses to find and, generally speaking, you'd be hard pushed to find a better no-nonsense platform romp.



Arabian Nights

90%

Publisher	Krisalis
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

Yes, Arabian Nights is yet another platform game, but don't yawn and turn over the page because this one is really something rather special. It's fast, looks good, sounds terrific and plays superbly, but on top of that it's got some excellent 'arcade adventure' aspects to add a touch of depth. Smart stuff all round.

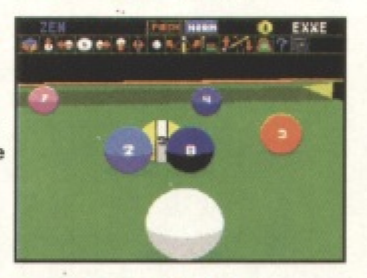


Archer Maclean's Pool

90%

Publisher	Virgin Games
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

When Jimmy White's Snooker was released, the public lapped it up in droves. Archer has used the same game engine to produce a game which is arguably better than Snooker due to the fact that Pool is a more accessible and easier to play sport. If you missed out on JWWS then you'd better pot this 'un.



Assassin

92%

Publisher	Team 17
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

Assassin is a Strider-based arcade shoot-'em-up which blows the rest of the rest of the feeble attempts clean out of the water. With perfect control, five massive levels, gorgeous graphics, inspiring sonics... Need we go on? Assassin should be in everybody's software collection, now!



Battle Isle '93

89%

Publisher	Blue Byte
Issue Reviewed	August 1993
Memory	1Mb
Price	£29.99

If you like Battle Isle then you'll love this. It's basically more of the same but with an enhanced control interface ripped from Historyline. Once again you have to pit your armies of tanks, troops and spacefighters against the enemy hordes. For those of us who never thought we'd enjoy a strategy game it's a godsend.



Body Blows

92%

Publisher	Team 17
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

You've read the hype and we've had the phone calls but now, at last, Body Blows is here. And - yes! - it is better than Street Fighter 2. The graphics and sound are as excellent as you've come to expect from Team 17, and the fumpin' gameplay is fast and furious. Every Amiga gamer, beat-'em-up fan or not, will love this.



The Chaos Engine

85%

Publisher	Renegade
Issue Reviewed	February 1993
Memory	1Mb
Price	£25.99

It's been an age in the making but the wait has just about been worth it. TCE is basically Gauntlet with knobs on - but what knobs! Computer-controlled, artificially-intelligent second player, music that changes with the action, RPG-like character development, the list goes on. Great fun, all in all.

Chuck Rock 2

86%

Publisher	Core Design
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

CR2 stars baby Chuck Jnr in a perilous trek across loads of gorgeously-detailed and heavily-parallaxed scrolly levels in an attempt to rescue his dad, the famed Chuck Rock. Although familiar platform stuff, the huge, imaginatively-drawn baddies and tongue-in-cheek humour makes this a winner.

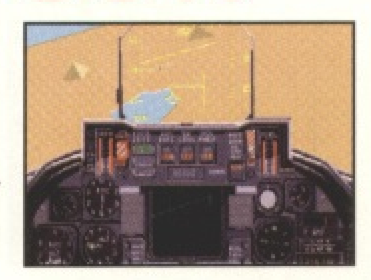


Combat Air Patrol

89%

Publisher	Psygnosis
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

In the same month we review Desert Strike along comes the similarly Gulf War-inspired Combat Air Patrol. It's a flight sim with its eye firmly on playability rather than rigorous technical accuracy, so while it may not impress the sim hard-liners the rest of us will have a whale of a time. The 3D, by the way, is great.



Desert Strike

93%

Publisher	Electronic Arts
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

Definitely EA's best Megadrive-to-Amiga conversion yet, DS has you flying a state-of-the-art attack chopper around hostile desert territory. It's a thinking man's shoot-'em-up basically, with excellent graphics and sound and flawless playability. A classic, and actually better than its Megadrive inspiration.

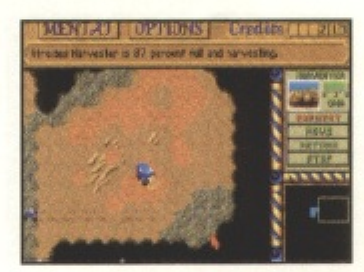


Dune 2

90%

Publisher	Virgin Games
Issue Reviewed	July 1993
Memory	1Mb
Price	£30.99

From Westwood, the people who brought you the equally recommended Kyrandia, comes this, a very playable and beginner-friendly strategy game in the Sim City mould. Harvest spice, fight rival Houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.

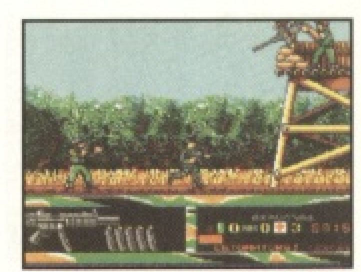


Fireforce

90%

Publisher	ICE
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

Yet another blast from the past, Fireforce has distinctly Green Beret origins. Who cares where it comes from when the end product is this good? Violence and more violence (with some distinctly realistic throat-slitting) make this horizontally scroller a game which you should hide from your granny.

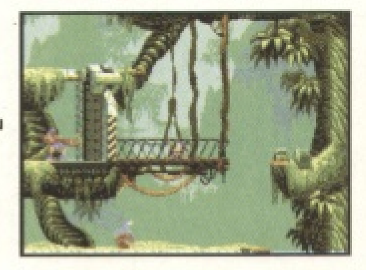


Flashback

93%

Publisher	US Gold
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

Flashback is from the French geezers wot brought you Another World. If truth be told it's not quite as stunning as that classic but it's a close run thing. The animation of your character as he runs, jumps and fights his way, Prince of Persia like, through the alien world is superb. A platform game fan's dream.

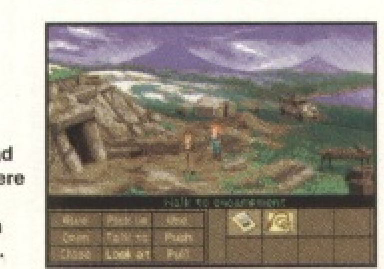


Indy Jones IV (Adventure)

88%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£37.99

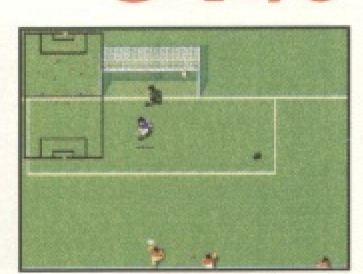
Many consider Indy IV to be the best graphic adventure ever and thanks to its superb graphics and sound, multiple plot paths and marvellous atmosphere they're not far wrong. However, on Amiga the enjoyment is marred slightly by extreme slowness in places and some annoying disk swapping problems.



Goal!

91%

Publisher	Virgin Games
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99



The game that would be Kick Off 3 is finally here and it's a scorcher! While not as instantly accessible as some of its rivals there's a wealth of options that you can toggle on and off to make life easier. In our book it's not quite the Sensi beater that some would have you believe but it's great nonetheless.

Gunship 2000

90%

Publisher	MicroProse
Issue Reviewed	July 1993
Memory	1Mb
Price	£34.99

Have we had to wait for this one! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undeniably THE helicopter sim on the Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any flyboy's 'must buy'

Hired Guns

91%

Publisher	Psygnosis
Issue Reviewed	September 1993
Memory	1Mb
Price	£29.99

You may not think that you like RPGs but if so then it's likely you haven't played Hired Guns - it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. It's violent in the extreme - but great fun.

Ishar 2

86%

Publisher	Silmarils
Issue Reviewed	July 1993
Memory	1Mb
Price	£29.99

Yet more adventures in Arborea! The game engine has been tweaked and cleaned up here and there, but technically it's not that much of a leap over what the first Ishar offered. All the same it's good, long-lasting entertainment, even if you can spend too much time wandering around lost.

Jurassic Park

89%

Publisher	Ocean
Issue Reviewed	October 1993
Memory	1Mb
Price	£26.99

An Ocean film conversion with not a platform in sight? Surely some mistake? Nope - taking a pinch of the Chaos Engine and mixing it with a couple of spoonfuls of Legends of Valour, JP turns out to be a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash. Welcome back, Ocean!

The Legend of Kyrandia

93%

Publisher	Virgin Games
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99



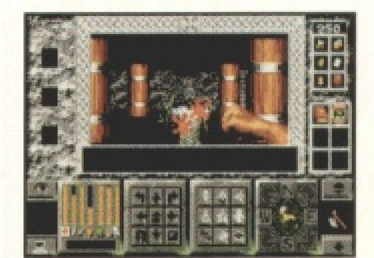
A graphic adventure in the Monkey Island 2 model. As Brandon, your only chance of resuscitating your turned-to-stone Grandad is by defeating the mad jester Malcolm (the best villain to have appeared in an Amiga game yet). Lots of truly gorgeous graphics and an inspired player interface.

Legends of Valour

92%

Publisher	US Gold
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

LoV uses an amazing graphics engine to generate the most realistic 3D environment you've ever seen! It gives you total freedom of movement in the fantasy gameworld and makes this one of the most atmospheric RPGs yet! Destined to be hailed a classic, you'd be foolish to miss it.



No Second Prize

91%

Publisher	Thalion
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

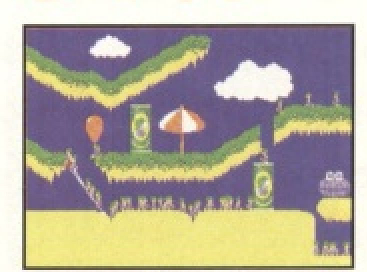
NSP is arguably the first bike game to actually make you feel like you're astride a throbbing metal monster. Where it scores most over its predecessors is the ease of control the player has over the bike - it's sheer bliss! Virtually faultless, it ranks alongside such other racing classics as Lotus and F1GP.

Lemmings 2

91%

Publisher	Psygnosis
Issue Reviewed	March 1993
Memory	512K
Price	£25.99

Oh yes! They're back! Topping what must be THE classic game of the last few years was never going to be easy but DMA Design have done a top job. There are fifty new abilities to learn (some Lems can even fly!) and increased player interacton with the scenery. Just as much fun as the original ever was.

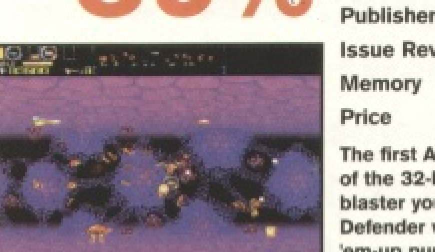


Overkill

89%

Publisher	Mindscape
Issue Reviewed	October 1993
Memory	2Mb
Price	£25.99

The first A1200-only game which actually makes use of the 32-bit computer, Overkill is the most intense blaster you're likely to come across. It's basically Defender with a few gameplay tweaks so for shoot-'em-up purists it's the computing equivalent of Heaven. May be a bit short for some, though.

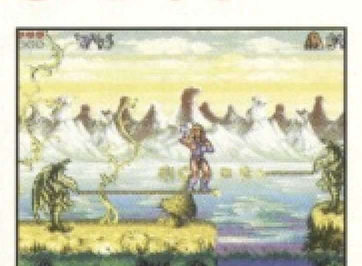


Lionheart

91%

Publisher	Thalion
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

German coders are on a bit of a roll at the moment, what with No Second Prize and now this, a hack-n'-slash platform romp. Boasting some of the most stunning scrolling parallax scenery you've ever seen and tight, addicitve gameplay, this is a terrific title that is an essential part of your software collection.



Premier Manager 2

90%

Publisher	Gremlin
Issue Reviewed	September 1993
Memory	1Mb
Price	£25.99

It's not every day you find us raving about a footy management sim, so when we do you can bet it must be pretty special - as Premier Manager 2 is. It's full of features and options, yet still marvellously easy to get into and play. If you fancy taking your team to the top of the league, here's where to come.

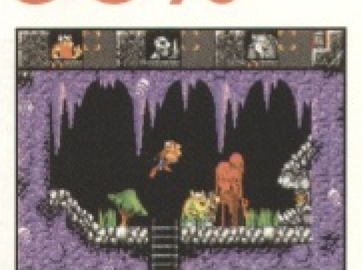


The Lost Vikings

90%

Publisher	Interplay
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

The Lost Vikings is an arcade adventure with a premise very similiar to Gobliiins', i.e. you have three characters under your control, each of whom have different abilities, and you have to use them in the right order to solve puzzles. Fortunately it's far better than that game. Indeed, it's one of the best this year!



Putty

87%

Publisher	System 3
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

A high-flyer in the charts - and deservedly so. Putty is one of the most original games, let alone platform games, to have appeared in a long time. As a tiny little blue blob, the player has to slip, stretch and absorb his way around umpteen gaudy levels, rescuing robots from an evil wizard's minions. Try it - you'll like it!

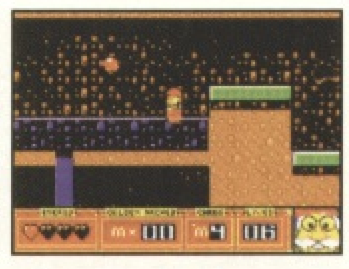


McDonalds Land

90%

Publisher	Virgin Games
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

Yet another attempt to 'do' Mario on the Amiga, this one succeeds thanks to superb playability and some interesting twists on old platforming themes. Of course it's barely got an ounce of originality but who cares when the game's this much fun? Want a great platform game? You got it!



Sensible Soccer V1.1

93%

Publisher	Renegade
Issue Reviewed	June 1992
Memory	512K
Price	£25.99

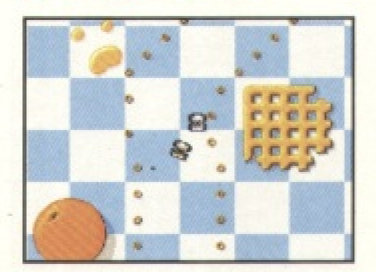
Here at The One we don't care what you or your mates say - Sensi-soccer kicks seven bells out of Kick Off 2. Instinctive control and out-and-out addictiveness make it a joy to play, and the improved goalies in this revised version have produced a game that's near flawless.

Micro Machines

89%

Publisher	CodeMasters
Issue Reviewed	October 1993
Memory	1Mb
Price	£25.99

Who'd have thought that the Codies would beat Team 17 in the top-down Grand Prix, but it's true! Although Micro Machines isn't quite as groovy in one-player mode as Overdrive, it compensates for this by having the best two-player action you're likely to see. It's got to be played to be believed.

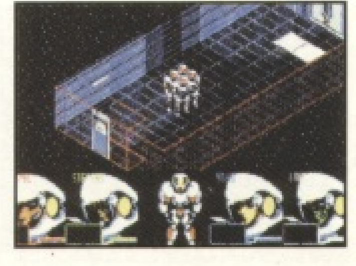


Shadoworlds

88%

Publisher	Krisalis
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

From the same boys who brought you Shadowlands, Shadoworlds re-employs the Photoscape system to good effect in this Aliens-inspired RPG. The accent's more on action here than the puzzle-orientated Shadowlands and arguably suffers for it - shooting monsters in half-darkness can get annoying at times!



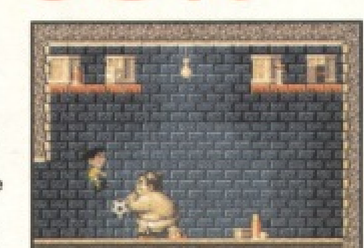


Soccer Kid

93%

Publisher	Krisalis
Issue Reviewed	September 1993
Memory	1Mb
Price	£26.99

Well, well, well. Only four months after we screamed that Superfrog was the best Amiga platform game ever, along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant - gorgeous to look at, sweet on the ears, and boasting some of the slickest gameplay we've seen in a long time. Buy it!

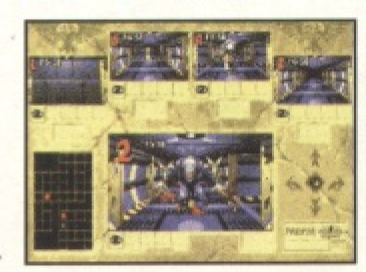


Space Hulk

91%

Publisher	Electronic Arts
Issue Reviewed	October 1993
Memory	1Mb
Price	£31.99

At last - a conversion of a boardgame that doesn't simply recreate the board using DPaint! Instead, Space Hulk takes all the best bits from the original game and bungs in a whole load of extra computer effects to create one of the most atmospheric strategic-blasters we've seen in ages. Completely ace.

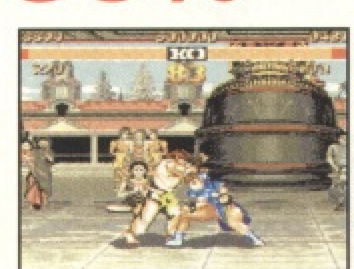


Street Fighter 2

89%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£27.99

Street Fighter 2 on the Amiga isn't half bad at all. It's not as smart as the SNES version, agreed, and die-hard fans of the coin-op may be disappointed by some of the graphical omissions like the lack of parallaxed backgrounds, but there's still no denying that this is one of the Amiga's better beat-'em-ups.



Superfrog

93%

Publisher	Team 17
Issue Reviewed	April 1993
Memory	1Mb
Price	£26.99

Forget Zool - this is the real Amiga 'Sonic-beater'. Like all Team 17's games it looks and sounds marvellous, but the gameplay is what really makes the game shine. From the control through the level design to the difficulty, it's all been brilliantly thought-out. You won't have had so much sheer fun in a long time.



Syndicate

88%

Publisher	Electronic Arts
Issue Reviewed	July 1993
Memory	1Mb
Price	£26.99

Cross Bladerunner with Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gory and realistic. Dead smart.

Wing Commander

87%

Publisher	Origin
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

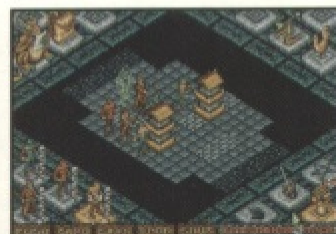
It's the PC-to-Amiga conversion no-one thought we'd ever see, but here it is and it's not half bad. It's got everything the PC version had and is thus just as impressive. Although the 3D can be sluggish at times, the superb feeling of actually taking part in a big space campaign pulls you through the occasional lulls.

World of Legend

92%

Publisher	Mindscape
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

If you missed last year's Legend then you should make up for it right now and get this. It's a superb RPG which uses a near-identical control system. It's got plenty of action and tons of atmosphere. If you're the sort of person who cringes in horror at the thought of RPGs then this will convert you. See also Hired Guns.

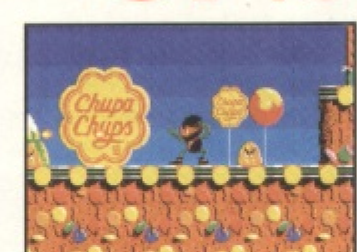


Zool

87%

Publisher	Gremlin
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

Gremlin certainly cooked up a character to rival even Mario and Sonic in this 'tribute' to the sad consoles. Fast, furious and manic in every way, Zool is a statement to industry that the Amiga can perform as well as the plastic slabs - and better! There's nothing like Zool to impress your mates.



COMPETITION

It's the quiz of the month! And just look at these FABULOUS prizes - ten top games, one for each of ten lucky readers! To win, just answer the following questions...

(1) How many of the Recommended games have scored 90% or over?
(2) How many times does the word 'Amiga' appear in these Recommended pages?
(3) Which Recommended game has the lowest % rating?

Answers on a postcard or back of a sealed envelope by December 28th to the following address: Recommended Compo 11, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win a game!

Next Month

With Simon Byron.

We like to think that we provide a service here at The One and it seems as if you do, too, because last month's Next Month page (yes, it does make sense) has provoked a wave of mail from problem-ridden readers seeking advice. And even though this part of the magazine is meant to be promoting the sheer brilliance you'll discover in the December issue, I've decided to suspend normal viewing for this month alone in a bid to ease all your troubles. The usual rubbish will resume next month.

Dear Next Month,
My family has recently moved 400 miles which means I can't go out with my friends anymore and I feel really lonely. I have to go to a new college and I can't do the work set in my lectures because it's all completely different to my old college. Both my parents will not accept the fact that I'm having trouble. They think I'm just being daft because we had to move. What can I do?

Lonely,
Leeds.

Who needs proper friends when you've got your real mates here at The One? Simply pop down to your newsagent on November 28th to catch up on all the latest Amiga games gossip. It's a damn sight more interesting than talking about the football.

Dear Next Month,
I'm 16 years old and spots are ruining my life. I have huge red ones all over my forehead, neck and chin. I also have blackheads over my nose. Everyone apart from my best mate calls me names like 'Zit Face' behind my back. I once fancied this boy but when he found out that I liked him he told me (in front of everyone) that I was really hideous and nobody in their right mind would go out with me.

S. Potty,
Southampton.

We've all been through this problem before (everyone, that is, except me) so it really is nothing to worry about. If your friends do persist with this immature ridiculing then simply purchase a couple of copies of the December issue of The One - complete with an EXCLUSIVE Alien Breed 2 demo. Save one for pleasurable reading and use the other to make a handy mask. That way you'll look dead cool as well as hiding your pus-filled blemishes.

Dear Next Month,
I'm 16 years old and I'm madly in love with this boy at my youth club. He always flirts with me and tells me jokes. One night I went out with my mate and we bumped into him and his friends. We decided to go for a walk together but then he started chatting up my friend right in front of me. I got so upset that I ran home crying. How can I get him to ask me out instead of my friend?

A Take That fan,
Cambridge.

The best way to get noticed is by consistently striving for the better things in life so that he thinks you're dead classy. As a hint, dear Take That fan, try buying the December issue of The One and playing the brilliant Zool 2 demo you'll find attached to the cover. He'll soon be paying you a visit then.

Dear Next Month,
My boyfriend and I often snog each other but last week he asked if we could 'go further'. I said I'd think about it, but only because I wasn't sure what he meant. He's asked me again but I keep saying not at the moment. Please tell me what he means by 'going further'.

A Madonna fan,
Coventry.

No problem. At the height of kissing frenzy it's common for boys to shout out requests for the ultimate pleasure. In this case it's obvious that your boyf wants you to stop trying to nick his tongue and 'go further' to the newsagents on the corner of your street. For it's here that you'll find the December issue of The One containing the definitive review of Total Carnage, ICE's big hope for the Christmas Number One.

Dear Next Month,
My boyfriend and I often hug and kiss on the lips. Quite a few times he's asked me to do a French kiss but I have to stop him by shutting my mouth. I think this is because I've never done it before and I'm worried because I don't want to make a fool of myself. I've heard my friends talking about the way they French kiss and I've gathered that there are basically no rules, but I feel I need some advice to stop me from feeling the need to pull away. I'm worried I might lose him if I don't French kiss. He says that if I don't want to now then I'll have to make the first move when I do. But I can't talk about it to him and I don't want to lose him.

A Cliff Richard fan,
Cheshire.

Hmmm, this is a tricky one because it's hard to explain exactly how to French kiss (or 'Frenchy', as it's commonly called). The best advice I can give you is to wait until he leans forward, mouth open and tongue waggling, and quickly produce the December issue of The One. He'll forget all about seedy pursuits when he discovers a full review of Stardust (no, really) contained therein.

Dear Next Month,
I've got a real problem that keeps bothering me. I'm desperate because I think I have worms. I've had this problem a couple of times but it always seems to come back. I feel so embarrassed because it must mean I don't keep myself clean, but I shower and wear clean underwear every day. I can't go to my doctor because I think he'll tell my parents. Please help.

Desperate,
Dorking.

Clean underwear or no clean underwear, worms can strike at any time. The best form of defence is to be prepared and have something to whack them with if you notice them approaching. And what better than The One, Britain's largest Amiga games magazine, weighing in at an impressive 132 pages every month, some of which will be taken up by a full review of Cannon Fodder come November 28th.

Dear Next Month,
I'm a confused 15-year-old girl. Since I was about 12 I've liked Chesney Hawkes. Even when he stopped being so popular I still liked him. Recently I've been dreaming that we kiss each other and I've even started to kiss his posters as it makes me feel nice. I know I'm not obssessed with him as I fancy and go out with other boys, but I can't stop thinking about him as I think he is really good looking and sexy. Please tell me what's wrong with me.
A Chesney Hawkes fan, Cleveland.

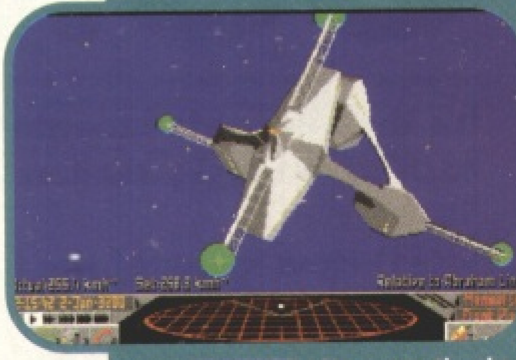
Sorry, even the mighty powers of The One can't save you here.

December Issue on sale November 28th. Make friends and influence people.


BODY BLOWS GALACTIC - Yummy!


CANNON FODDER - Tasty!


ALIEN BREED 2 - Mmm, yes please!


FRONTIER - No more, thanks.




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Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.
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